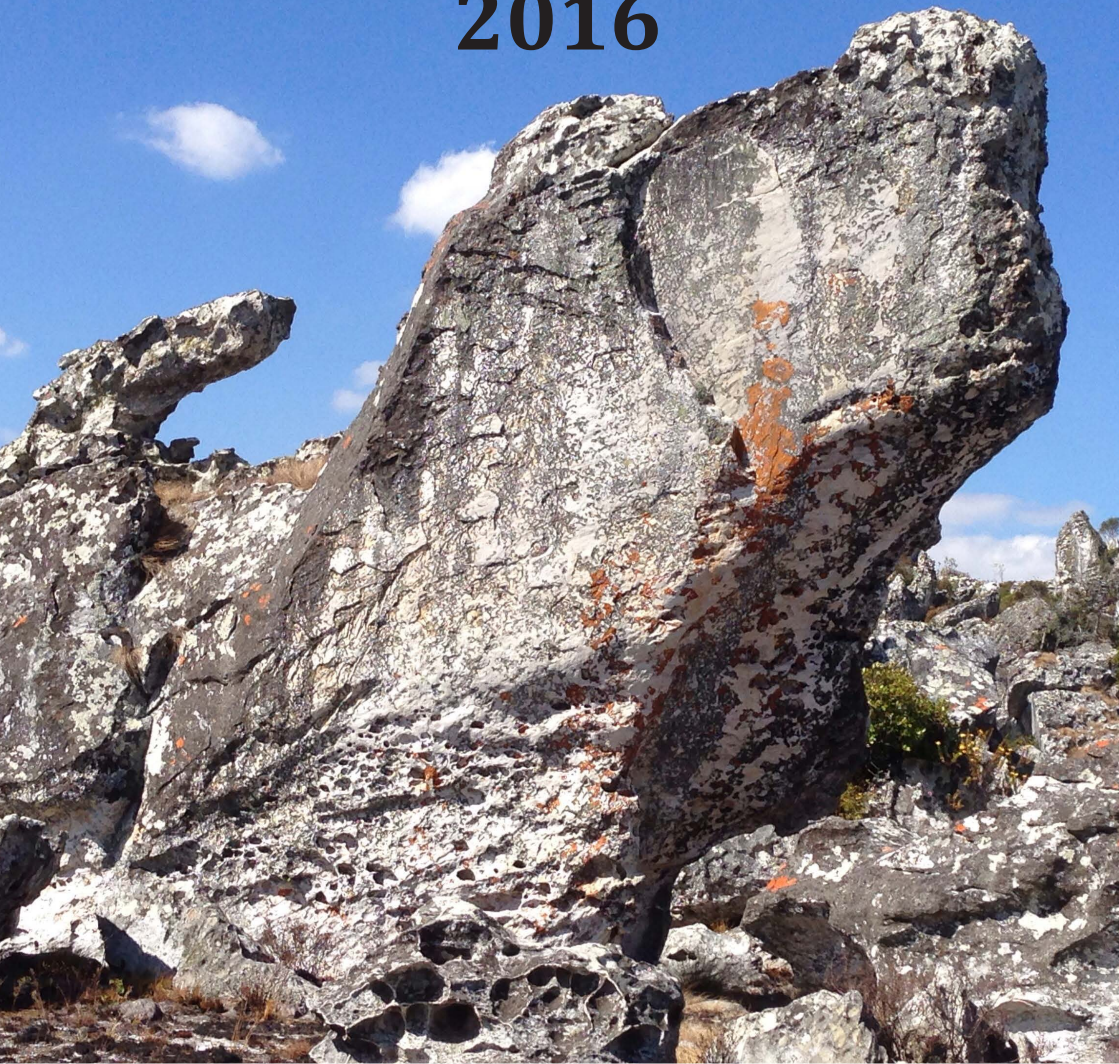


Chimanimani

Bouldering

2016



Derrick Starling

Acknowledgements

To those that made this guide possible. To those that contributed information and photos, ZimParks for managing this awesome area, to those who shared their topos and especially to those that put up all the problems.

Disclaimer

Every effort has been made to achieve accuracy of information in this guidebook. The author takes no responsibility for: Loss or injury (including fatal) to persons; loss or damage to property or equipment; trespass, irresponsible behaviour or any other mishap that may be suffered as a result of following descriptions or advice offered in this guidebook, The inclusion of a bouldering area or approach to a bouldering area does not guarantee a right to climb there.



Mutekeswane Base Camp and Baileys Folly © Alex Kahn

All photos, diagrams and illustrations are by Derrick Starling unless otherwise credited.

Layout by Derrick Starling

Contents

Introduction	2
Access	2
Ethics & Rules	2
Safety	2
Geology	3
Grading	3
Flora & Fauna	4
Weather	4
Rest Days	4
Shopping	4
Accommodation	5
Rubbish	5
Porters	5
About this Guide	6
New Problems	6
Getting to the Hut	7
Bouldering Areas Map	8
Norf Hill	10
Waterhole	16
Alien Safari	26
Evil Eye	38
Hut Area	44
Final Approach	50
Wave	60
White Cliff	70
Bailey's Folly	74
Desolation Valley	76
Lower Desolation	88
The In-Between	100
Bergie Valley	104
Problem Index by Grade	112

Introduction

Chimanimani is the gateway to the wildest, most rugged national park in Zimbabwe. Known for its peace and tranquility, it's also the ideal location for the truly adventurous. Explore spectacular hiking trails, crystal waterfalls, an untouched ecosystem, breathtaking landscapes, the deepest quartzite caves in Africa and the biggest potential for world-class bouldering.

Access

At the Base Camp you need to sign in and pay park fees. Locals pay \$5 per day, \$3 entry fee and \$3 vehicle fee, foreigners pay \$10 per day, \$10 vehicle entry (foreign registered vehicles). These tariffs are current at July 2016. visit <http://www.zimparks.org> for up to-date-tariffs.

Ethics & Rules

Please take out everything that you bring in, including cigarette butts and climbing tape. In regard to the rock, please do not enhance the rock by chipping or gluing holds. Please brush off excessive chalk and tick marks, it is both unsightly and may take away from the on-sight experience.

Please do not use POF as it permanently clogs up holds and ruins climbs.

Safety

Climbing is an inherently dangerous activity so please prepare yourself for both major and minor incidents. In many areas there is no cell signal and someone will likely have to hike to an area with cell signal. Cell signal can be found on some of the high peaks as well as on the top of Bailey's Folly, please ask the rangers at the base camp for current coverage areas. There are also a number of dangerous snakes, scorpions

and spiders, please ask the rangers as they can give you more info on what dangerous animals are about, at the time of the year you visit.

Numbers in case of Emergency:
Outward Bound: +263 784 622 500 / +263 772 918 032
It would be a good idea to ask the ranger at the base camp for his number.

Geology

The Chimanimani mountain range is a massive ridge of Pre-Cambrian quartzite (compressed sandstone), rearing up out of the earth on Zimbabwe's eastern border. The towering, rounded peaks gleam ghostly pale at full moon, the rock itself is quite different to the surrounding countryside. Hikers in the national park find overnight shelter in well-known and easily accessible caves along the trails and waterfalls.

Grading

The Hueco “V ” grade scale is used throughout this guide as they are commonly used throughout the country. Many problems were opened in other grade scales and have been converted as best as possible. Please remember that grading is a subjective matter and individuals may feel that the climb is harder or softer than the grade. The grades in this guide are just a guide and are affected by many variables, such as body size, humidity, temperature or even the massive steak, egg and chips breakfast you ate this morning. If you feel that something is way off, please drop me an e-mail on derrick_starling@yahoo.com

Hueco:	Font:
	3
V0	4
	5A
V1	5B
	5C
V2	6A
	6A+
V3	6B
V4	6B+
	6C
V5	6C+
	7A
V6	7A+
	7B
V7	7B+
	7C
V8	7C+
V9	8A
V10	8A+
V11	8B
V12	8B+
V13	8C
V14	8C+
V15	
V16	

Flora & Fauna

The slopes are scattered with flowers and little rivulets pop up everywhere. Protea bushes are found on the higher slopes along with everlasting flowers and thick growths of giant Erica with its memorable “pencil wood” smell. Spring is in August/September and the Msasa trees come into full autumnal colours, providing a great contrast to the fresh spring greens of the other plants.

This is not an area with large numbers of mammals, but there are still sable and eland in the lower, thicker forests. Leopard, baboon and porcupine are sometimes seen. Many of the birds in this area are rare and found only in these mountains and woods.

Weather

Chimanimani has mild weather year-round with the cooler, dry months from May to August being the best for climbing. It is a pretty sunny place and appropriate protection should be used.

Rest Days

There are many mountain peaks, caves and crystal clear pools to explore. Maps and directions are available at the base camp. There are also many potential bouldering areas to explore.

Shopping

Only the absolute basics are available in Chimanimani village, it is advised to buy all provisions before arriving in Chimanimani. Harare, Bulawayo and Masvingo all have shops that will have almost everything you could want.

Accommodation

Most will use the Mountain Hut as their primary accommodation. There are a few options for accommodation outside the national park.

The Farmhouse & Penny's Palace
Tel. +263 77 210 1283,
Email: tempevanderuit@gmail.com
www.chimanifarmhouse.com

Heaven Lodge
Tel: +263 26-2701, Mob:+263 775 904 679, Mob:+263 772 752 752,
Email: enquiries@heavenlodge.com
www.heavenlodge.com

Frog & Fern
Tel. +263 77 592 0440,
Email: frogandfern@gmail.com
www.thefrogandfern.com

Pork Pie Guesthouse
Tel. +263 77 524 0989, +263 77 639 2804

Rubbish

The park rangers will tell you that you can leave your rubbish in the bin at the Hut but it is advisable to carry/porter it down to the base camp. Rubbish left at the hut is simply burnt and stays there forever.

Porters

Porters can be sought from the Outward Bound Center and some of the accommodation options. It is advisable to organise your porters in

advance. Please be sure you have proper bags for the gear you wish for them to carry. At this time they charge US\$20 per porter per trip to the hut and back.

About this Guide

Using this Guide

Best effort has been made to ensure the accuracy of this guide. Rivers, paths and best access routes have been included in the maps and diagrams to help locate climbs. That said, some boulders have less than complete information.

Maps and Diagrams

All maps and diagrams are in a North-South orientation to allow problems to be easily located. Problems are listed from left to right with lower starts listed before higher ones.

GPS Co-ordinates

Where available, GPS co-ordinates have been included to allow them to be more easily found. E-mail zimbabwerockclimbing@gmail.com for GPX files that can be uploaded to your GPS or smartphone.

Photo Topos

Photo topos have been used wherever possible. I hope to have photo topos for all problems in the future.

New Problems

If you put up something new, please email zimbabwerockclimbing@gmail.com with as many of the following details as possible.

- Name of problem
- Grade - Preferably V grades
- First ascentionist - month or year is enough
- Description - include start type, starting holds, specific directions and top out
- Photos - photos with route drawn in, action shots and photos of the boulder are helpful
- Location - GPS co-ordinates, relation to other

boulders and the location of the problem on the boulder

Getting to the Hut

The Mountain Hut is the spot chosen by most climbers to mount their assault on the boulders of Chimanimani. Just before Chimanimani village turn right at the national park sign. The first 10km are tar, deteriorating as you get closer to Charleswood Farm – which belongs to Roy Bennett (now in exile). Just before the end of the tar there is a dirt road to the left through Roy's farm. It is about 3 km on the dirt to the Mutekeswane base camp where, you can park safely.

There is a stiff climb up Bailey's folly – well marked with yellow painted arrows, or there are alternative routes, Banana Grove, Long Gully or the Hadange but they are not marked. It takes about 2 hours to reach the top of Bailey's Folly, then the path levels out and you walk across a plain down through Final Approach and Evil Eye to the Mountain Hut. This should not be called a hut – it is a big house but not well-maintained. The hut has beds, running water (when the pump has been serviced, otherwise water is a 5 min walk away), a shower (sorry no hot water) and flush toilets (running water permitting).



Ferns on the Bundi River © Derrick Starling

Bouldering Areas Map

Key

Road (Dirt)	—————
Paths	- - - - -
Easiest route
Rivers	—————

Climbing Areas

- 1- Norf Hill
- 2- Water Hole
- 3- Alien Safari
- 4- Evil Eye
- 5- Hut
- 6- Final Approach
- 7- Wave
- 8- White Cliff
- 9- Baileys Folly
- 10- Desolation Valley
- 11- Lower Desolation
- 12- The In-between
- 13- Bergie Valley

Mt Peza/Ben Nevis



Outward Bound
↑

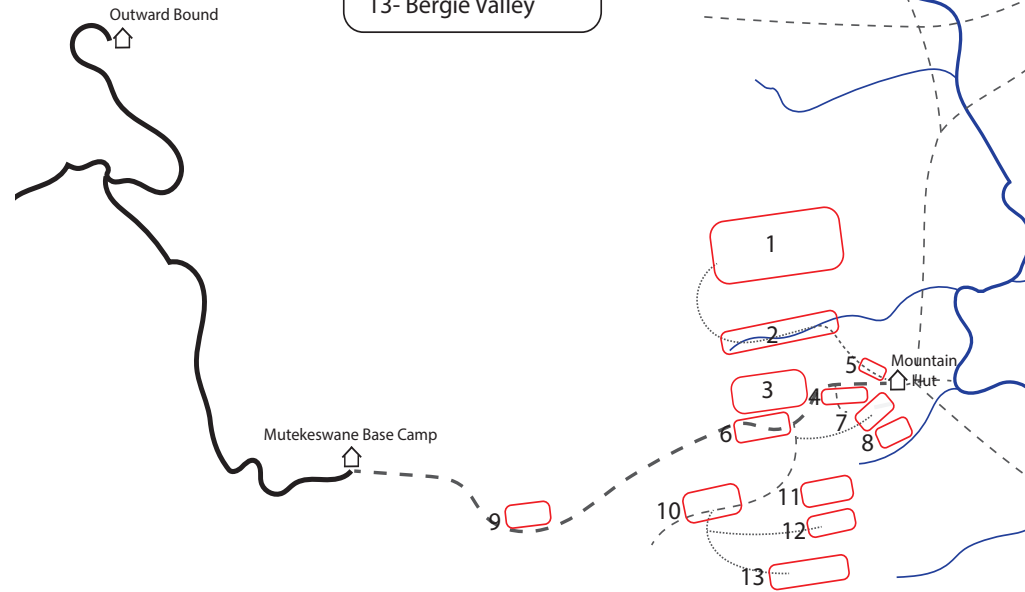
Mutekeswane Base Camp
↑

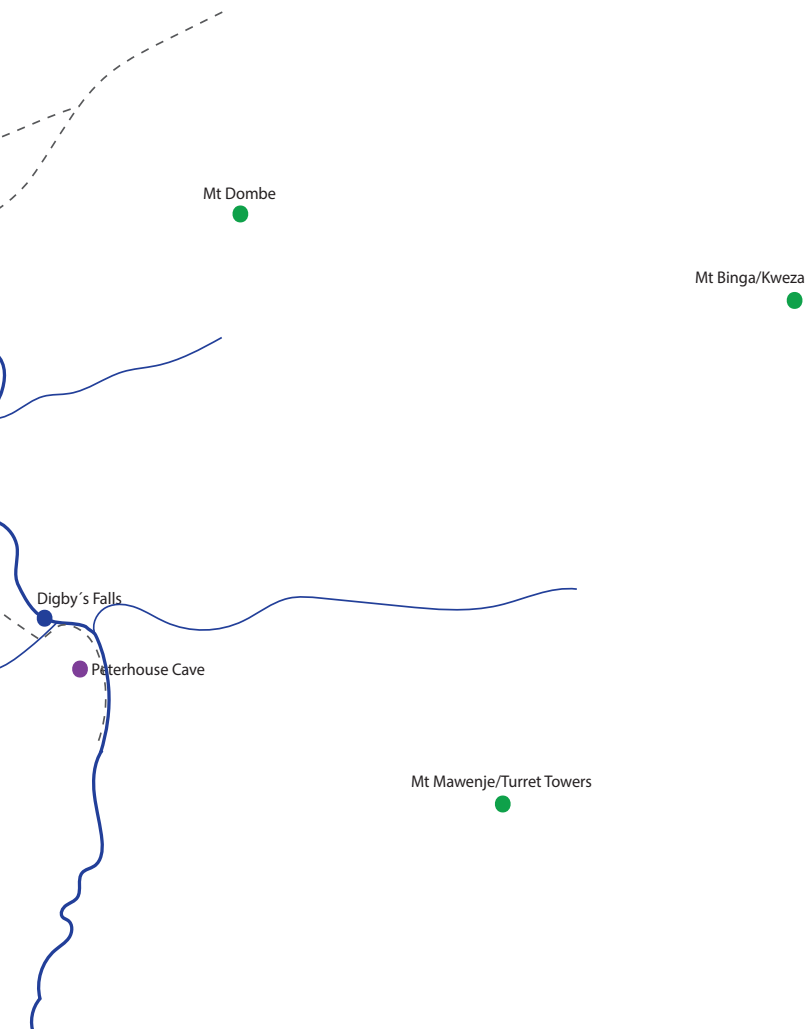
Red Wall Cave
↑

Ben Nevis Falls
↑

Mountain
↑

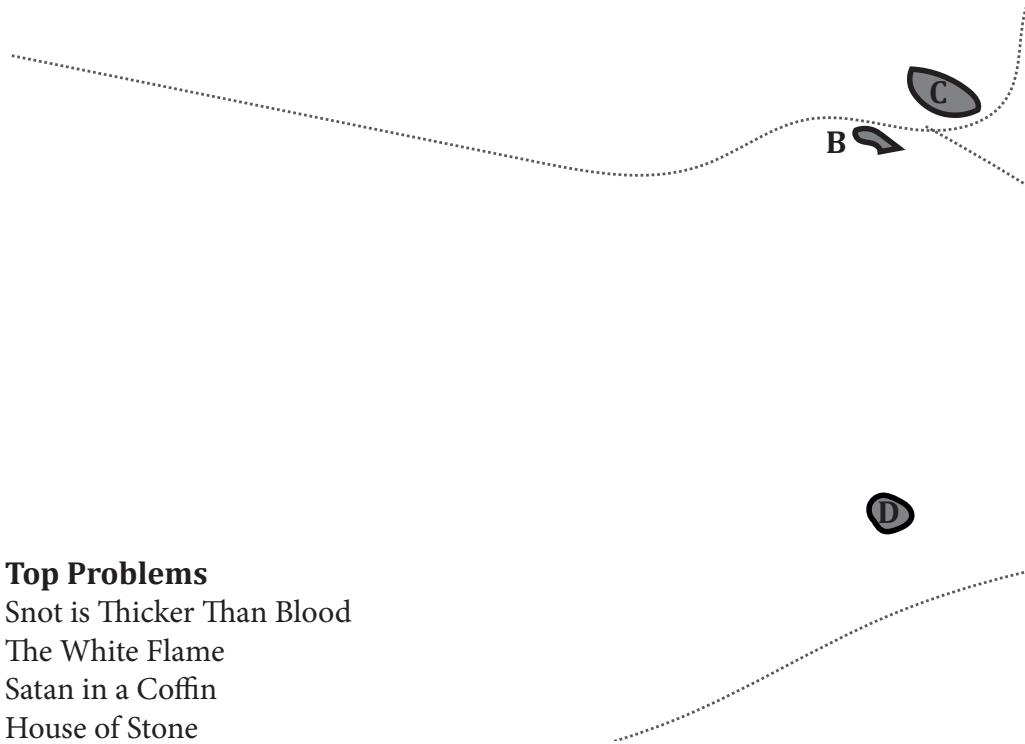
Hut
↑





Norf Hill

To the Northeast of the hut, Norf Hill (not a typo) has a small number of great problems. Atop the hill sits House of Stone, an incredible climb with an incredible view. There are no paths to and in this area. The best way to access it is to walk past the World Cup Boulder (Water Hole Boulder A) then turn right and walk up the hill. The first valley you come across holds Boulders D, E and F. Walk further up the hill to the next valley to find Boulders B and C. To get to Boulder A follow the cairns from Boulder C up the hill to just below the summit.



Top Problems

Snot is Thicker Than Blood

The White Flame

Satan in a Coffin

House of Stone

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
1	3	1	1	1



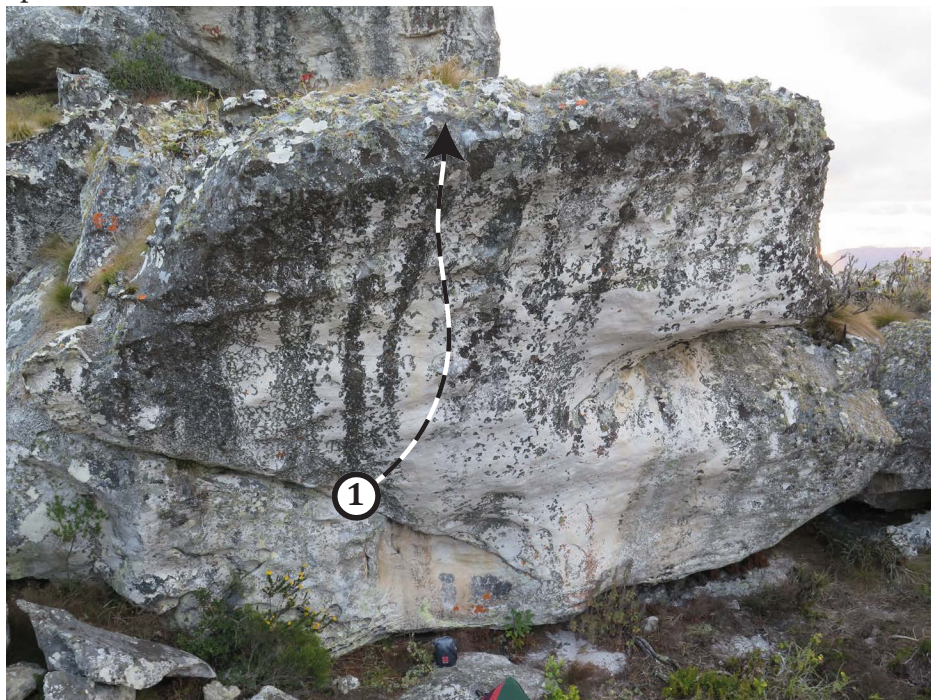
A: House of Stone

19°46'41.42"S 33° 0'52.36"E

A1: House Of Stone V10

Jimmy Webb 2016

Zimbabwe is a Shona word meaning House of Stone. Start on undercling, move up and right on perfect holds. Lots of pads and a good spotter needed.



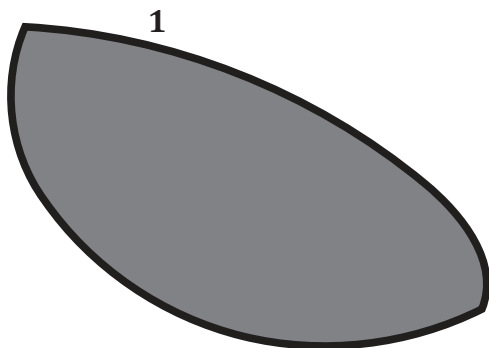
B: White Flame

19°46'47.73"S 33° 0'50.37"E

B1: The White Flame V6

Paul Robinson 2016

Climb the tall face.





Jimmy Webb on House of Stone V10 © Alex Kahn



Paul Robinson on White Flame V6 © Alex Kahn

C: Satan in a Coffin

19°46'47.22"S 33° 0'51.09"E

C1: Satan in a Coffin V12

Jimmy Webb 2016

Climb the roof on pockets to slab topout.



Jimmy Webb Just before the FA of Satan in a Coffin V12



Paul Robinson on Satan in a Coffin © Alex Kahn

Boulder D

D1: Existential Boogie V3

Derrick Starling 2016

Climb the pink holds to the top.



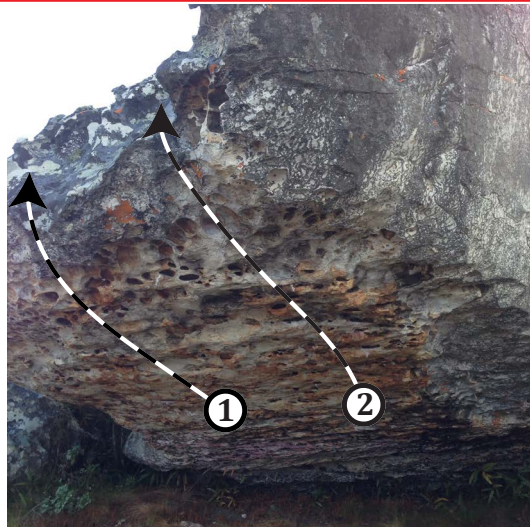
E: Blood & Snot

19°46'49.92"S 33° 0'56.19"E

E1: Blood is Thicker Than Water V3/4

Derrick Starling 2016

Sit-start on the obvious jug.
Climb the roof on pockets.



E2: Snot is Thicker Than Blood V3/4

Derrick Starling 2016

Sit-start on the obvious jug.
Climb the roof on pockets.

F: Green Lobster

19°46'49.74"S 33° 1'0.09"E

F1: Green Lobster V1

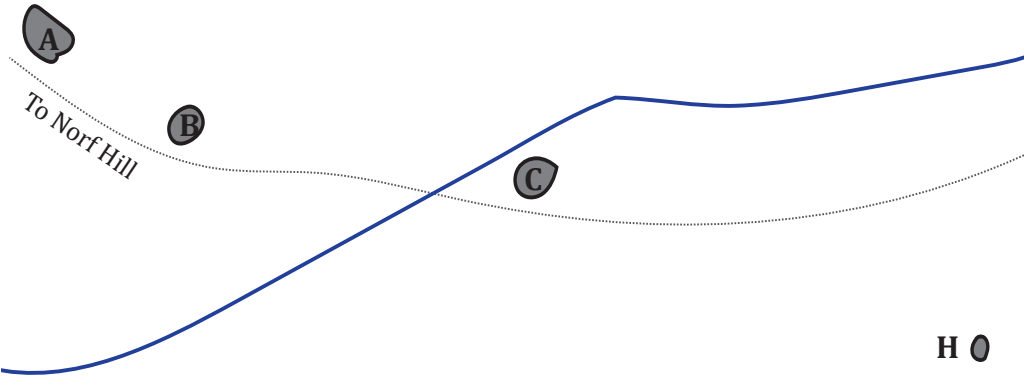
Neville Starling 2016

Climb the face on good holds.



Waterhole

A 5 minute walk from the Mountain Hut, the Waterhole is spread along the river supplying water to the Mountain Hut.



Top Problems

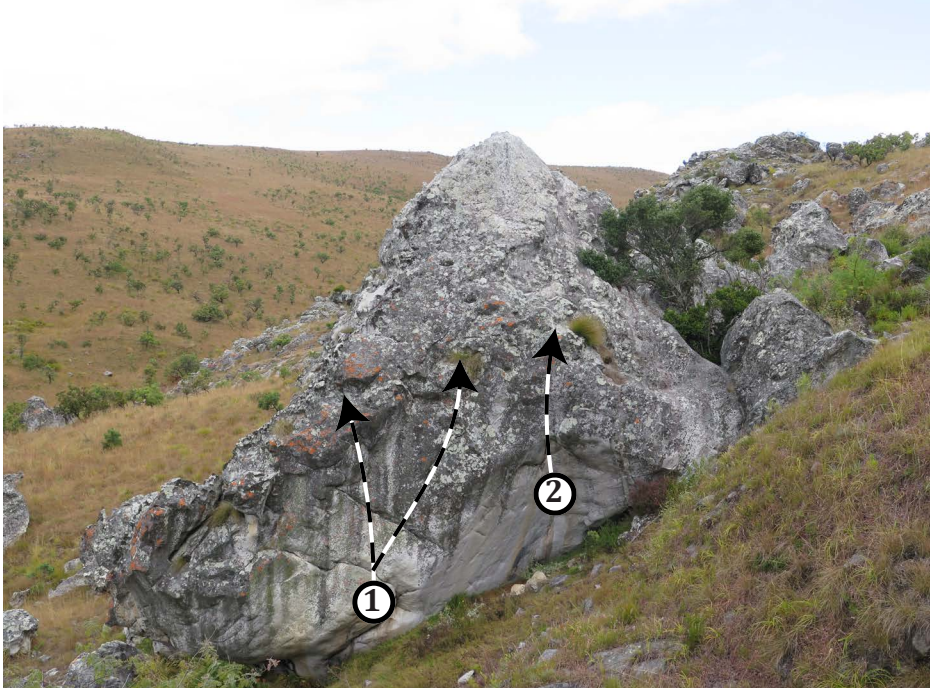
Lieutenant Dan

Glass Bulb

Masasa

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
12	11	4	0	1





A1.1: Jugs on a Slab V1

Jimmy Webb 2016

Climb the juggy slab (who'd have guessed) on the left

A1.2: Snakes in the Grass V1/2

Jimmy Webb 2016

Start as for Jugs on a Slab but move up right.

A2.1: Lieutenant Dan V5

Paul Robinson 2016

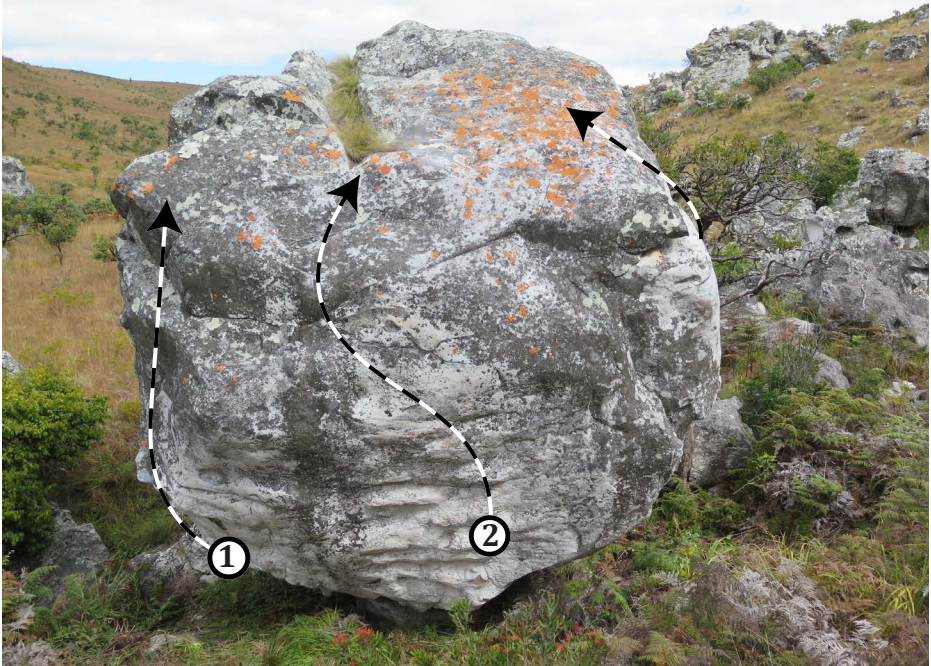
Climb out of the bowl using WorldCup-style moves

A2.2: Project V9?

Low start to Lieutenant Dan

B: Masasa Boulder

19°46'59.14"S 33° 0'48.35"E



B1: Bob's Prow V7

Jimmy Webb 2016

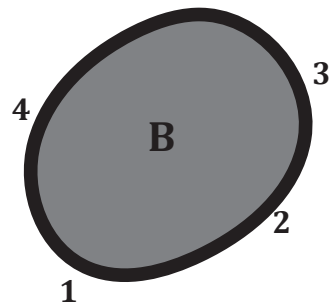
Sit-start below the prow.

B2: Masasa V12

Jimmy Webb 2016

Sit-start on the obvious jug knob.

Climb the face.



B3: Glass Bulb V7

Jimmy Webb 2016

Sit-start. Smear and balance up the slab on pretty much nothing.

B4: Carnal Tunnel Syndrome V3/4

Derrick Starling 2016

Sit-start on the deep undercling, work your way through the roof and out the gap.



Jimmy Webb on Masasa V12 © Alex Kahn



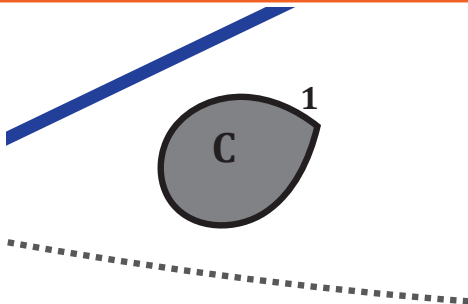
Christian Adam on Bob's Prow V7 © Derrick Starling

Boulder C

C1:Frustration station V3

Dan Bates 2016

Sit-start on horn/prow, pull up to crimps then to the top.

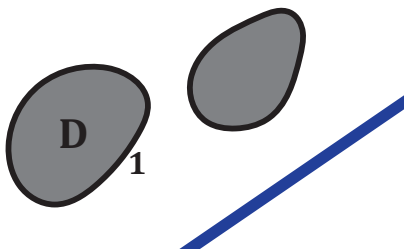


D: Rhodes Colossus

D1: Rhodes Colossus V6

Dan Bates 2016

Sit-start on jug(s) under the centre of the 45 ° overhang, climb to the lip via a pocket. Traverse right then make a big throw to a juggy lip. Traverse around corner to top out.



Boulder E

E1.1 : Knobby Hobby V0/1

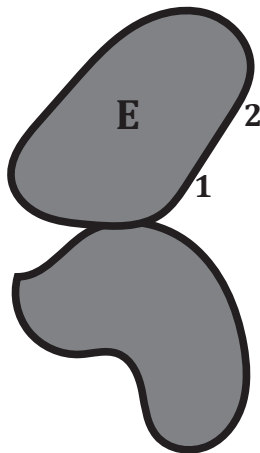
Dan Bates 2016

Climb up knobs.

E1.2: : Knobby Hobby Sit V4

Dan Bates 2016

Sit-start, left hand on sidepull and right hand on good sidepull, climb up knobs.



E2: Folding Table V4

Dan Bates 2016

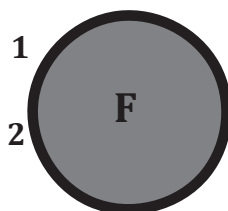
Sit-start on obvious ledge. Heel hook and big lock off to knobs.

Boulder F

F1: She's Easy V0-

Callie Morgigno 2016

Sit-start in diagonal crack, climb straight up.



F2: He's Easy V0-

Callie Morgigno 2016

Sit-start, left hand on sidepull and right on crimp, move to jugs.

G: Waterhole Boulder

19°46'57.15"S 33° 0'59.92"E

G1: The Waterhole V1

Dan Bates 2016

Start on horizontal or slightly left.

Climb straight up. Descent route

G2: Fleeting Glimpse V3

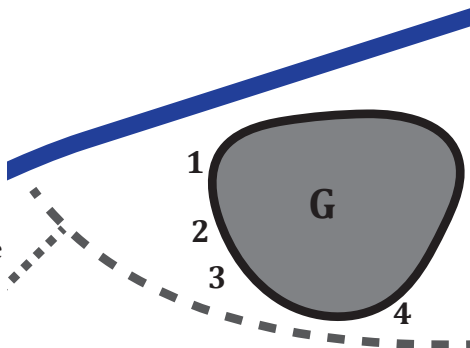
Dan Bates 2016

Sit-start on jug, follow diagonal to the left finish as for D1 Unnamed

G3: Eyes in the Dark V5

Dan Bates 2016

Start as for D2. Break right to crimps after a couple moves, mantle onto ledge and traverse right and top out easily around the corner.



G4: Klipspringer V1

Dan Bates 2016

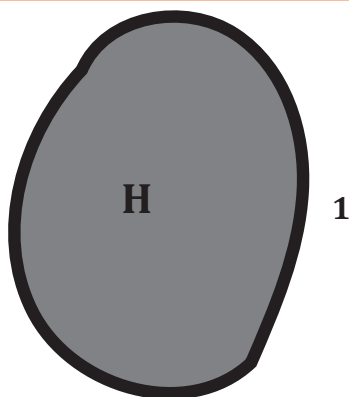
Sit-start with left hand on slopy sidepull and right hand on crimp. Stand up on good feet and finish up the tall slab on knobs.

Boulder H

H1: Cry Baby V0

Callie Morgigno 2016

Sit-start with left hand on pinch/crimp and right hand on sloper, pull up to a jug then top out.

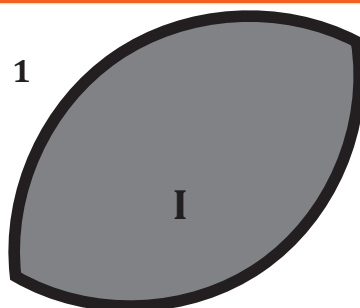


Boulder I

I1: Quickie V2

Dan Bates 2016

Sit-start with left hand on low good sidepull and right hand on any crimp. Pull up to sloper then a jug pocket. Very Short.



Boulder J

J1: Pick the Pocket V2/3

Dan Bates 2016

Sit-start under face, climb up on a small but nice pocket and follow the diagonal line of holds to top out on the right.

J2: Pick Your Poison V3/4

Dan Bates 2016

Sit-start under the arete, make a few nice arete moves.

J3: Raise the Roof V5

Dan Bates 2016

Sit-start with both hands on the left diagonal rail, move through the roof and top out right.

Boulder K

K1.1: Chipped Glass V2

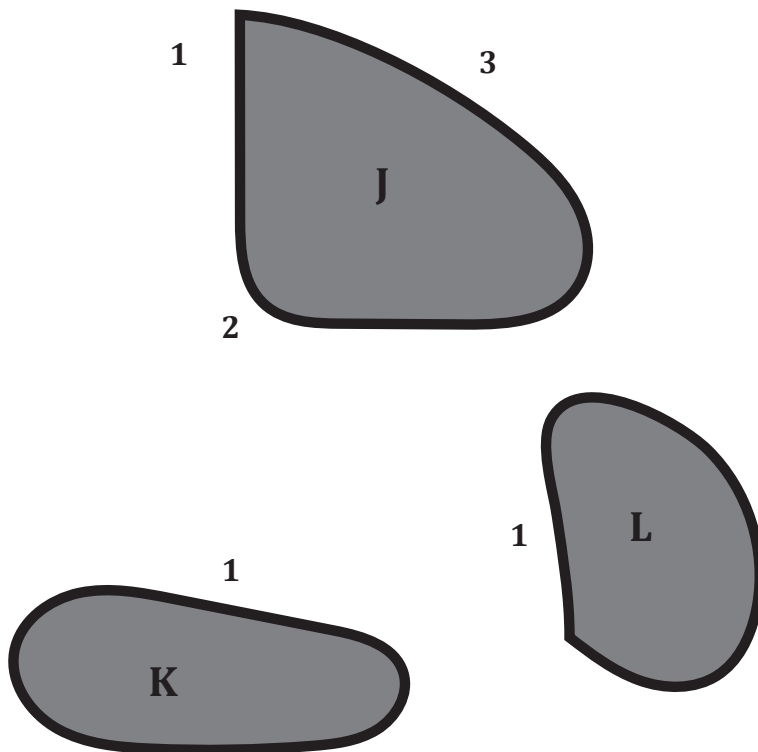
Dan Bates 2016

Stand start to Chipped Glass.

K1.2: Chipped Glass Sit V5/6

Dan Bates 2016

Sit-start on the left, left hand on good sidepull and right hand on broken gaston. Hard move to jug then awesome easy slab.



Boulder L

L1: Baby Stress V0/1

Callie Morgigno 2016

Sit-start under the gentle overhang, climb straight up on good holds.

Boulder M

M1: The One-Move Blunder V6

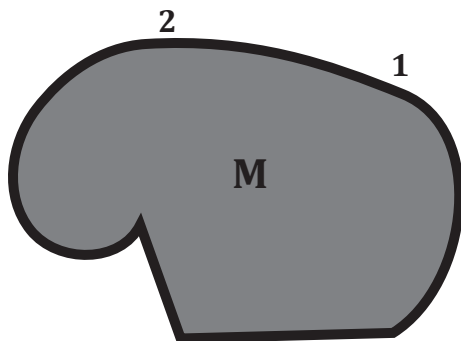
Dan Bates 2016

Sit-start on left side of wall on two crimps. Dyno to the top.

M2: The One-Move Wonder V5

Dan Bates 2016

Sit-start on right side of the wall.
Dyno to the top.



Dan Bates on Riase The Roof V5 © Dan Bates



Alien Safari

This area with its alien-like landscape sits the massive anvil-shaped block and the Waterhole boulders has one of the largest concentrations of developed boulders.



Top Problems

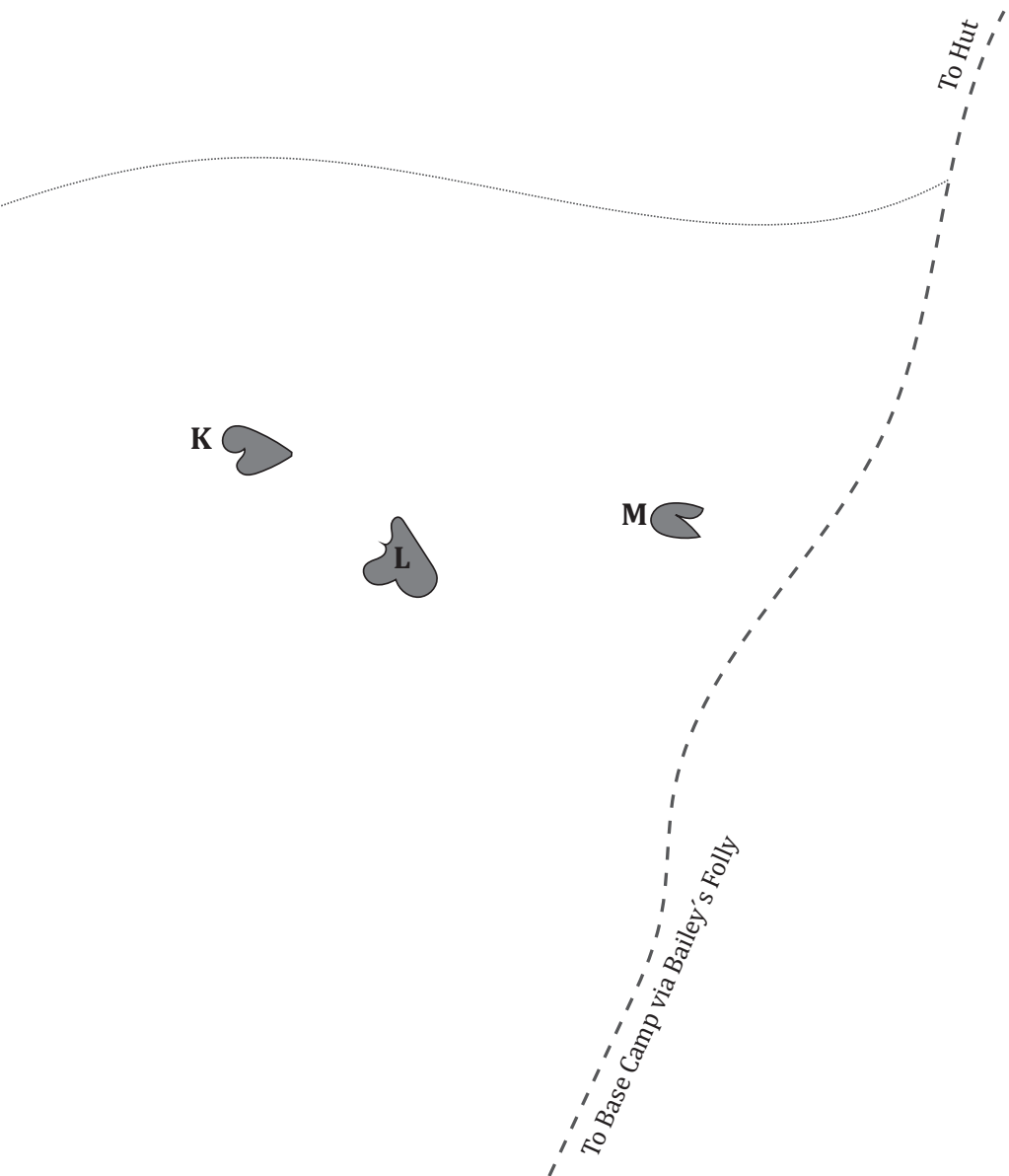
Scaramanga

Red Aloe

Hoe & Rifle

The Power of Sadza

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
7	10	8	3	1



Boulder A

A1: Opal V5/6

Dan Bates 2016

Sit-start with left hand on nothing and right hand on good sidepull crimp. Slap left to slopers and climb onto slab.

A2: Hardboiled V5

Dan Bates 2016

Stand-start on sidepulls on either side of arete. Climb slopers to the top.

Boulder B

B1: Special Forces V3/4

Dan Bates 2016

Sit-start in bottom of (scoop/crack???). Climbs up and left.

B2: We Are Rangers V4

Dan Bates 2016

Sit-start with both hands on undercling crack. Slap up and top out right.

B3: Goldrush V3/4

Dan Bates 2016

Sit-start on cool pinch feature and slap up.

B4:The Friendly Policeman V2/3

Dan Bates 2016

Squat-start with left hand on sidepull and right hand on flat hold. Reachy bump move.

B5: Freedom Fighter V4

Dan Bates 2016

Sit-start on various crimps, Struggle up slopers to stand on bulge.

Boulder C

C1: Jumbo Mumbo V8

Dan Bates 2016

Stand-start on good hold. Climb the tall beautiful face. Moves left at the top with committing moves.

C2: Easy Peasy V1/2

Dan Bates 2016

Climbs the incredible chimney feature with a crack in the back. Hard and committing.

C3: Prowed V8

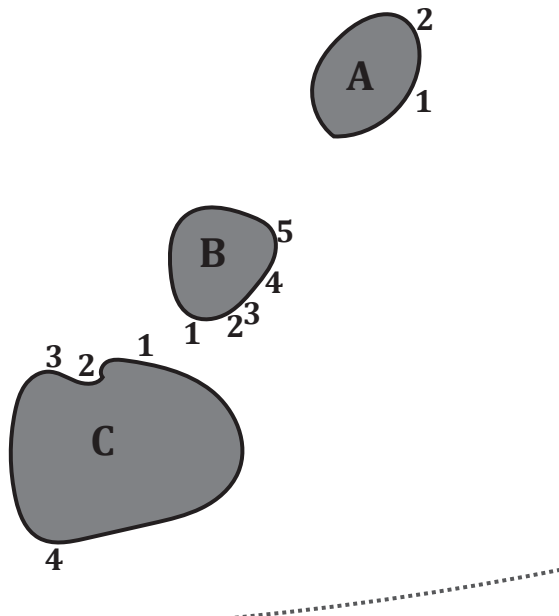
Dan Bates 2016

Defined stand-start on obvious overhanging prow. Right hand on only possible hold and left hand on a crimp on the arete at the same height. Slap up to ??? holds and a high finish.

C4: California Style V4

Dan Bates 2016

Sit-start on slopers just right of a small tree and the dry stream. Move up right then move up right.



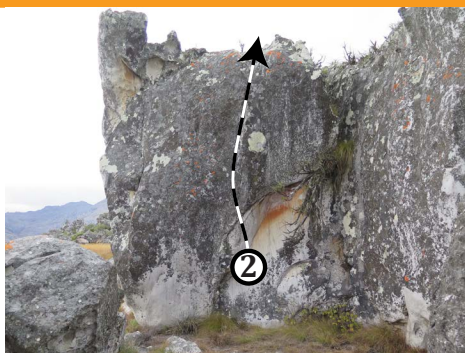
D: China Town

19°47'8.17"S 33° 0'49.79"E

D1: China Town V9

Paul Robinson 2015

Sit-start under small bulge. Move left to arete then to the top.



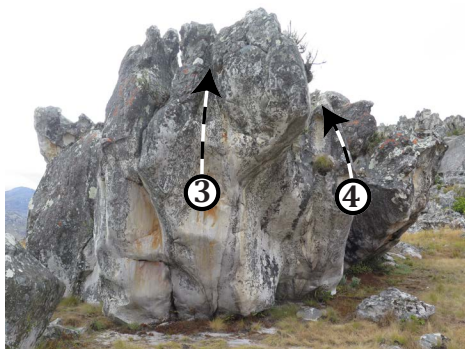
D2: Outward Bound V7

Jimmy Webb 2016

D3: Criss Cross V6

Dan Bates 2016

Sit-start under black slab. Left hand on lower sidepull and right hand on crimp on arete. Climb the slab.



D4: Power Play V6

Dan Bates 2016

High stand-start with left hand on high sloper/pinch and right hand on sidepull. Pull up to better holds in the crack. Difficulty increases with ?????? but shorter people might not reach the starting holds.



D5: The Hip Hop V9

Dan Bates 2016

High stand-start. Left hand on crimp and right hand on wide pinch. Find a way to the jugs.

D6: Caterpillar V6

Dan Bates 2016

Sit-start in crack in center of widish slab. follow it straight up to the top.

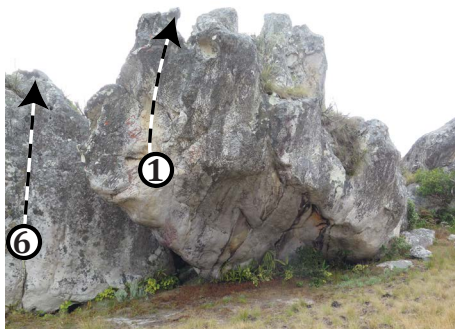
Boulder E

E1: Jugs V1

Dan Bates 2016

Stand or jump to first jugs.

Continue to high top out.

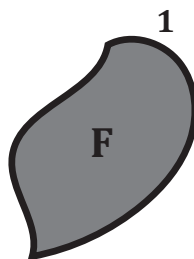


Boulder F

F1: Alaska V0

Callie Morgigno 2016

Climb the black slab. Harder with direct variation.

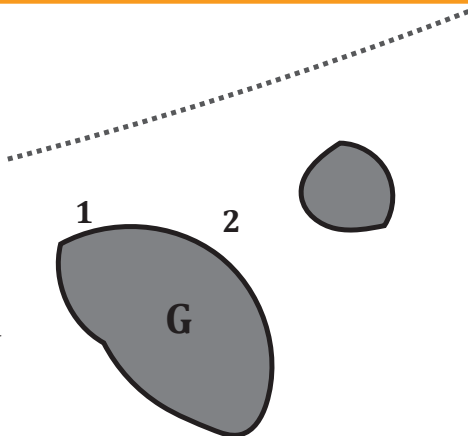


Boulder G

G1: Longshot V5

Dan Bates 2016

Sit-start at the bottom of nice diagonal crack. Climb left along the crack until it peters out. Avoid the loose flake in the roof!!! Skip the block and make the crux up to the horizontal crack with a bush. Move left and make a high top out. Would be much easier with the loose block but the F.A. was done without touching it at all.



G2: Dreamboat V7

Dan Bates 2016

Stand-start. Left hand on flat sidepull ramp and right hand on nice quartz crimp. Move up to next crimps and continue to jugs and top out as for G1.

Boulder H

H1: Plunger V3

Dan Bates 2016

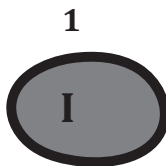
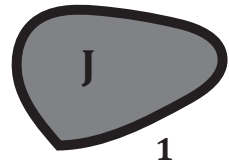
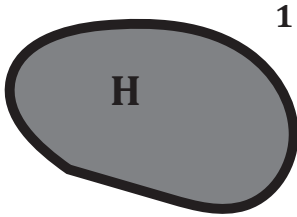
Sit-start on lowest opening of crack. Move up the crack.

Boulder I

I1: The Leaning Tower V5

Dan Bates 2016

Sit-start on nice crimp rail on arete. Slap up the deceptively hard little arete.



Boulder J

J1: Curves V2

Dan Bates 2016

Sit-start on right side of arete. Start on ledge holds.

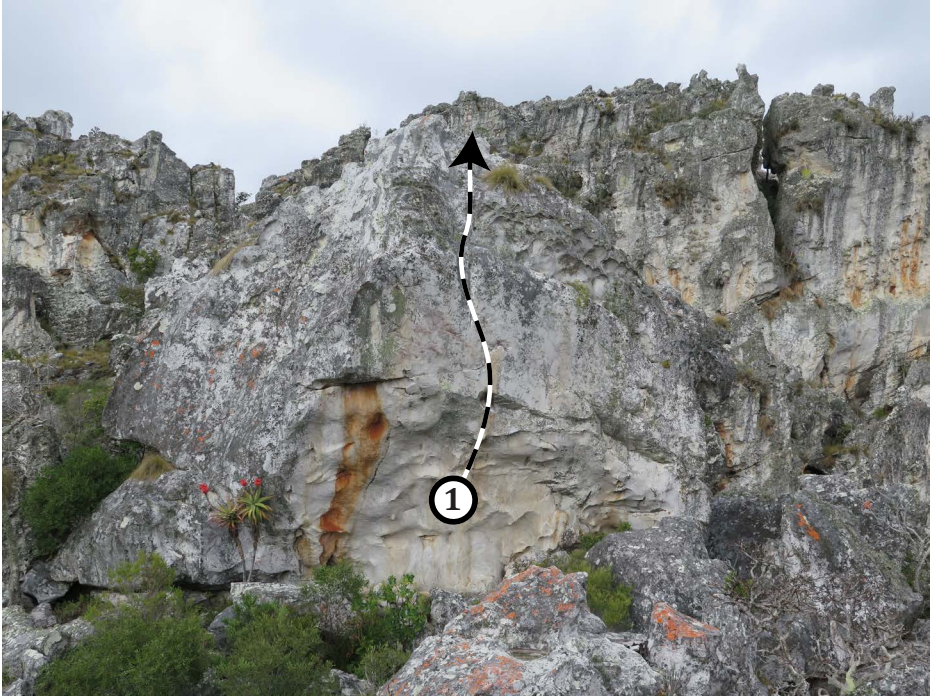
K: Red Aloe

19°47'9.18"S 33° 0'54.59"E

K1: Red Aloe V6x

Jimmy Webb 2016

Climb the tall face via the hollow jug then vertical crack. Tall with sketchy landing area.





L: Hoe and Rifle

19°47'9.85"S 33° 0'55.40"E

L1: The Power of Sadza V10

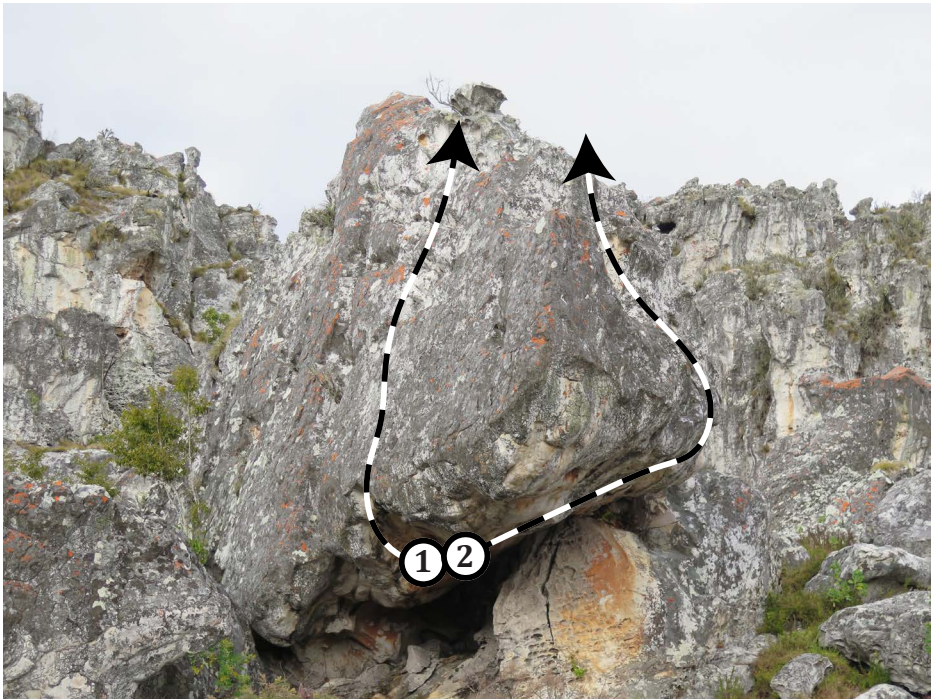
Jimmy Webb 2016

Exit the roof left and top out via the grey slab.

L2:Hoe and Rifle V12

Jimmy Webb 2016

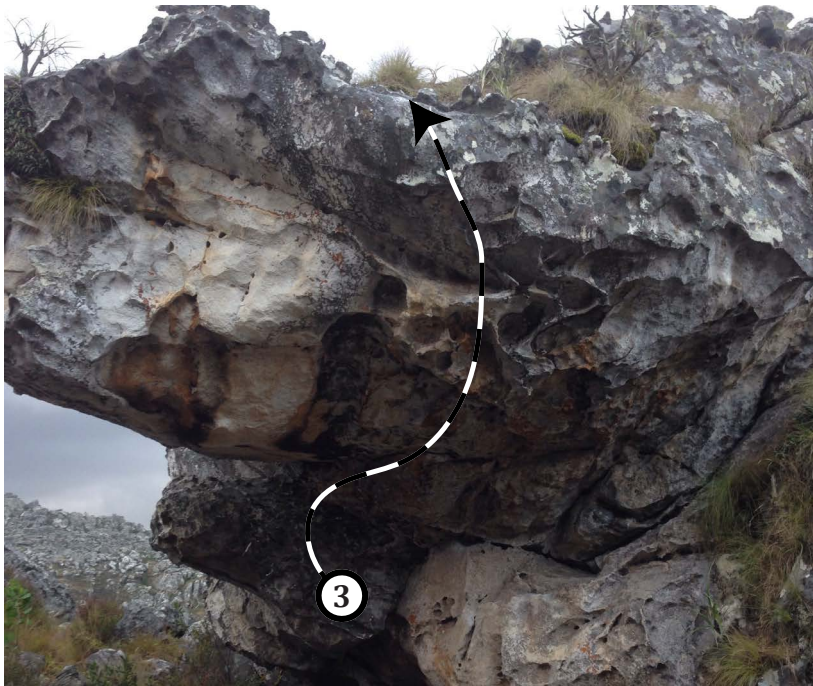
Exit the roof on the right to high top out.



L3: Scaramanga V4

Derrick Starling 2016

Climb the overhang moving right on great holds.



Boulder M

19°47'9.48"S 33° 0'57.39"E

M1: The Serpents Master V2

Jimmy Webb 2016

Climb the high face/crack on good holds.



Evil Eye

The giant red “eye” visible from the path as you near the hut marks this sector.

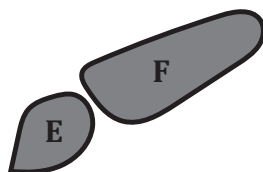
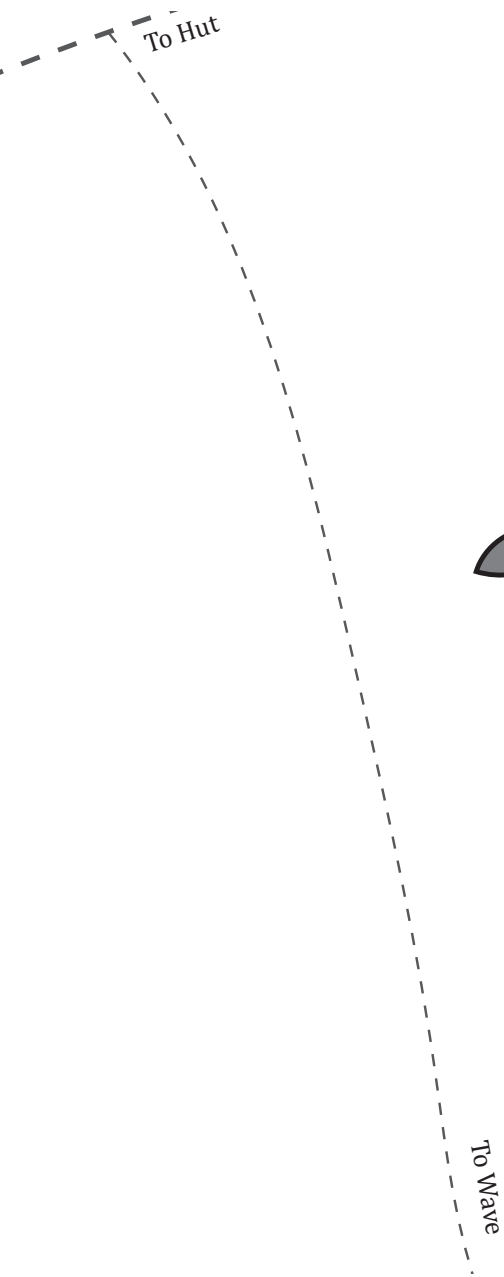
Top Problems

Ride the Pink
The Evil Eye
White Rhino

To Base Camp via Bailey’s Folly



V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
3	4	4	1	0



Boulder A

19°47'9.24"S 33° 1'1.56"E

A1: Thievery V2

Julia Wakeling 2015

Sit-start on low hold, move left then up.

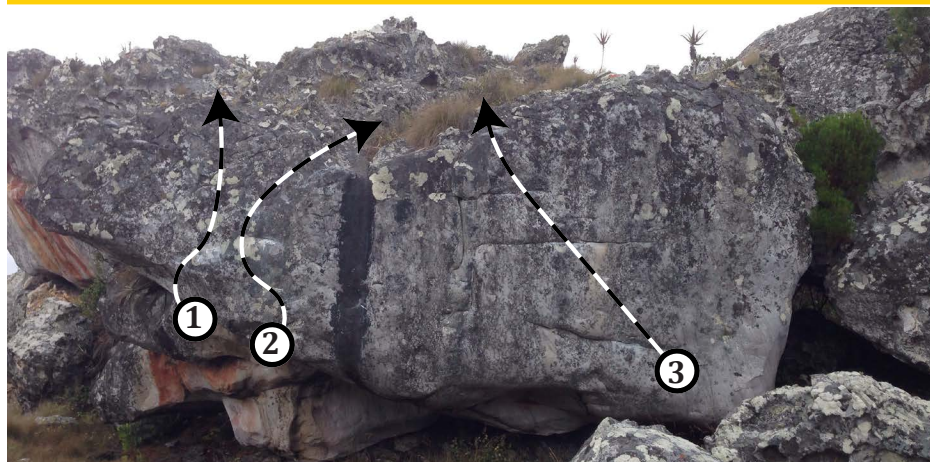
A2: Pilferage V1

Julia Wakeling 2015

Start as for Thievery, move right then mantle onto slab top out.



Boulder B



B1: Flying the Black Flag V6

Paul Robinson 2016

Start on the obvious holds, climb out onto the slab.

B2: Unnamed V5

Alex Kahn 2016

Sit-start. Use heel hook to gain the higher crimps out left.

B3: Baboon Saloon V8

Jimmy Webb 2016

Sit-start on sloper. Climb up and left on rails.

C: Evil Eye

19°47'8.78"S 33° 1'2.60"E



C1: Evil Eye V5

Jimmy Webb 2016

Start standing on the high ledges. Stretch or jump to the high first holds, campus to next holds and up from there.



D1: Ride the Pink V3

Alex Kahn 2016

Stand-start on the far right holds. Move left then up and left on perfect pink quartz holds.

D2.1: Right Wall's Off V7

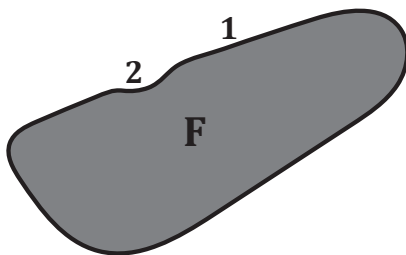
Paul Robinson 2016

Climb the arete. Wall on the right is off!

D2.2: Right Wall's Off Low Start V 8

Paul Robinson 2016

Start on the lower holds, continue as for Right Wall's Off.



E: White Rhino

19°47'10.49"S 33° 1'1.92"E

E1: White Rhino V11

Jimmy Webb 2016

Stand-start on opposing crimps, pull off the ground and stuff a big right toe hook and make your way out the steep wall via the massive sloping pods.



Jimmy Webb on White Rhino V11 © Alex Kahn

Boulder F

F1: One Hoe Can Change Your Life V2

Derrick Starling 2016

Sit-start on low holds. Climb the jugs.

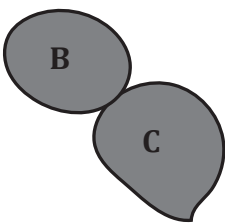
F2: Save the Beaver Have a Cesa V4

Derrick Starling 2016

Sit-start on lowest holds. Climb chicken heads to mono/duo to high top out on jugs. Look out for knee bar.

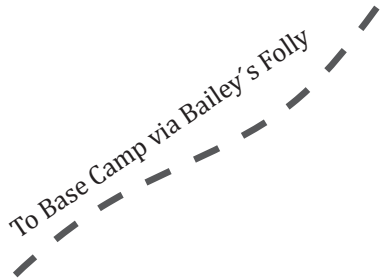
Hut Area

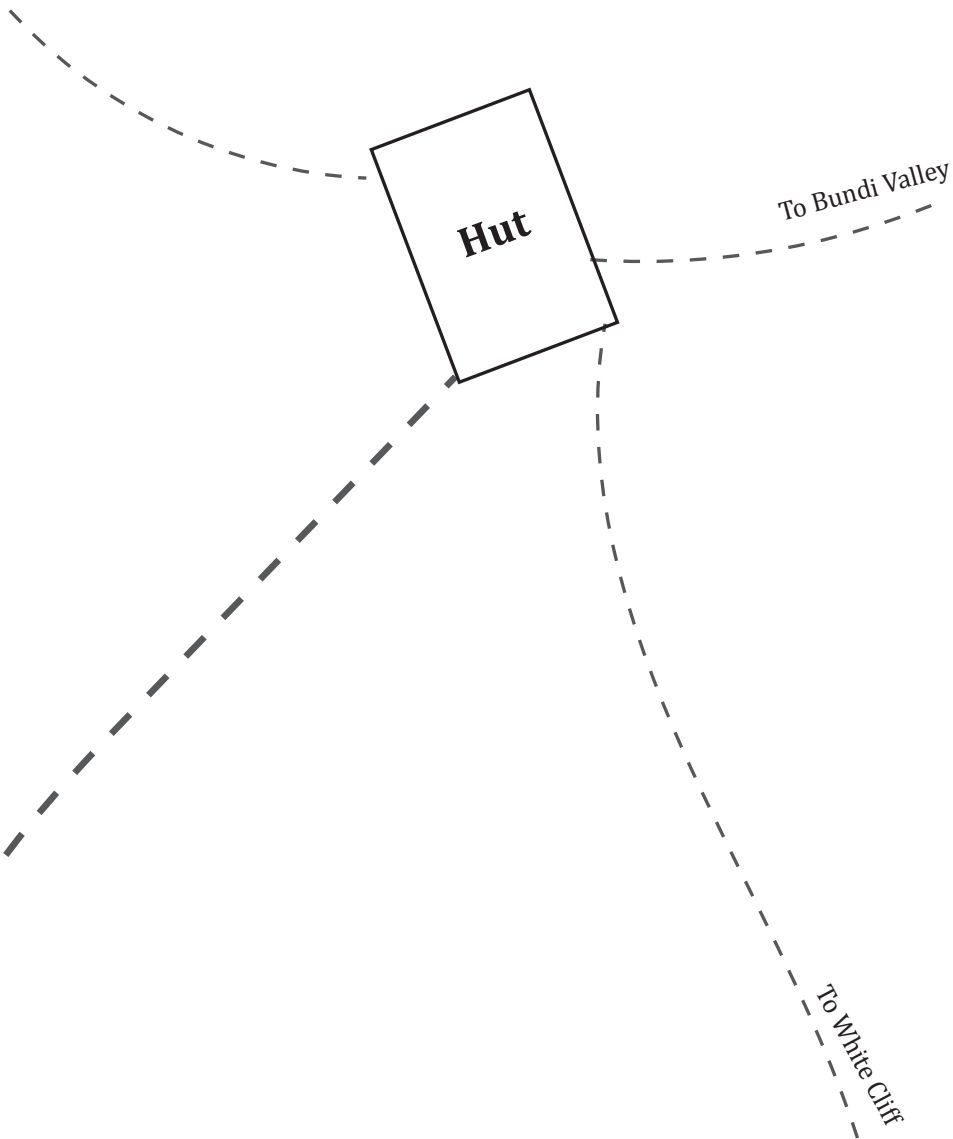
A handful of boulders, a stone's throw from the Mountain Hut, perfect for when you don't feel like going far.



Top Problems
Lucky Star
Single File

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
0	3	2	0	0





A: Lucky Star

19°47'2.19"S 33° 1'8.56"E

A1.1: The Smile V5

Dan Bates 2016

Sit-start on crimps in the "Smile".

A1.2: The Fake Smile V6

Dan Bates 2016

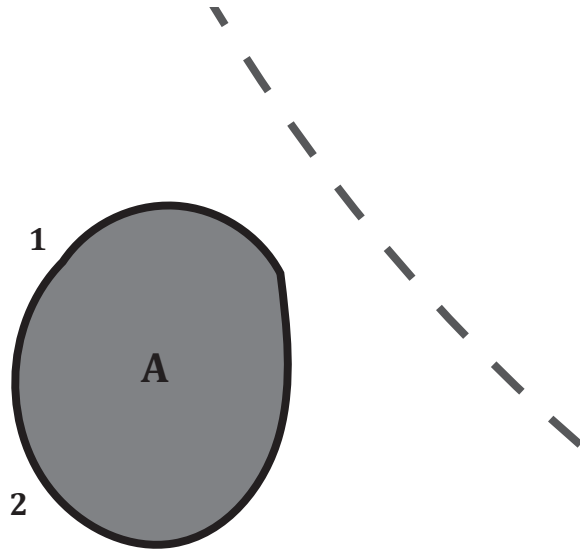
Start as for The Smile. Move to a crimp way left, heel-hook and go to the top.



A2: Lucky Star V5

Christian Adam 2016

Sit-start. Move right then up.

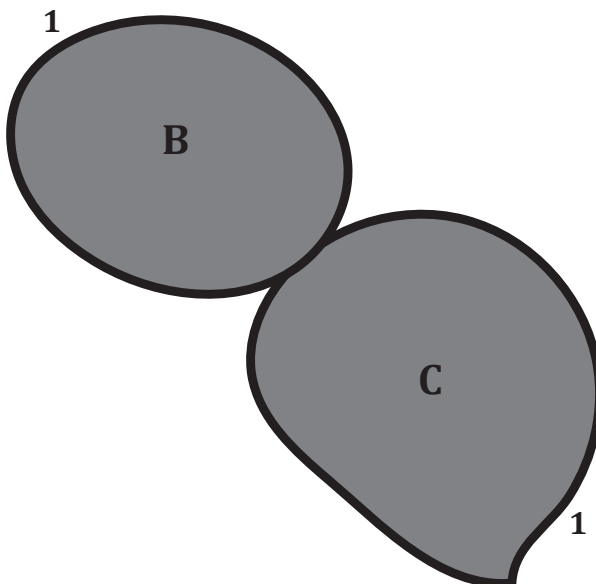


Boulder B

B1: The Devil To Pay V5

Dan Bates 2016

Stand-start on jugs under the hanging slab. Make crimping moves onto and up the slab. Crux is high.



C: Single File

19°47'4.34"S 33° 1'6.43"E

C1: Single File V8

Jimmy Webb 2016

Follow the crack left then top out right.

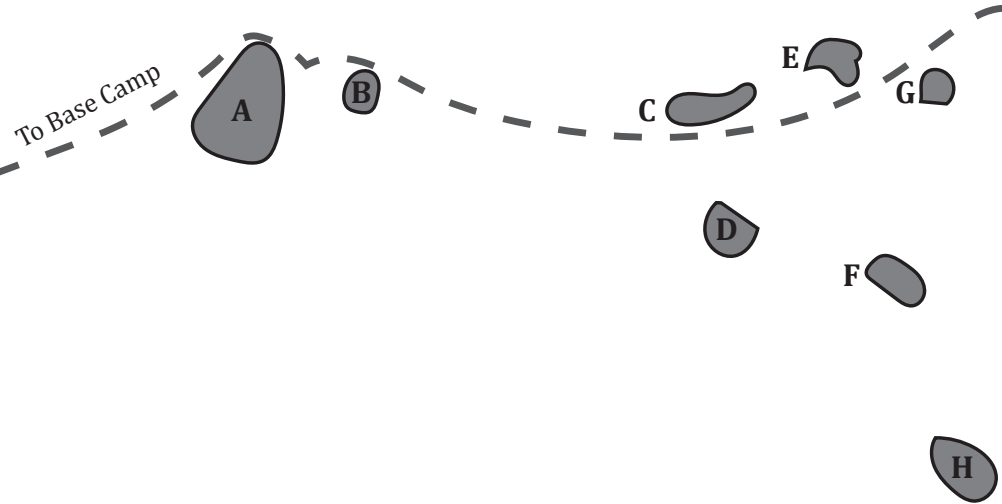


Jimmy Webb on the first ascent of Single File V8 © Derrick Starling



Final Approach

The first area you come across after the walk up Bailey’s Folly and one of the first areas developed in Chimanimani.



Top Problems

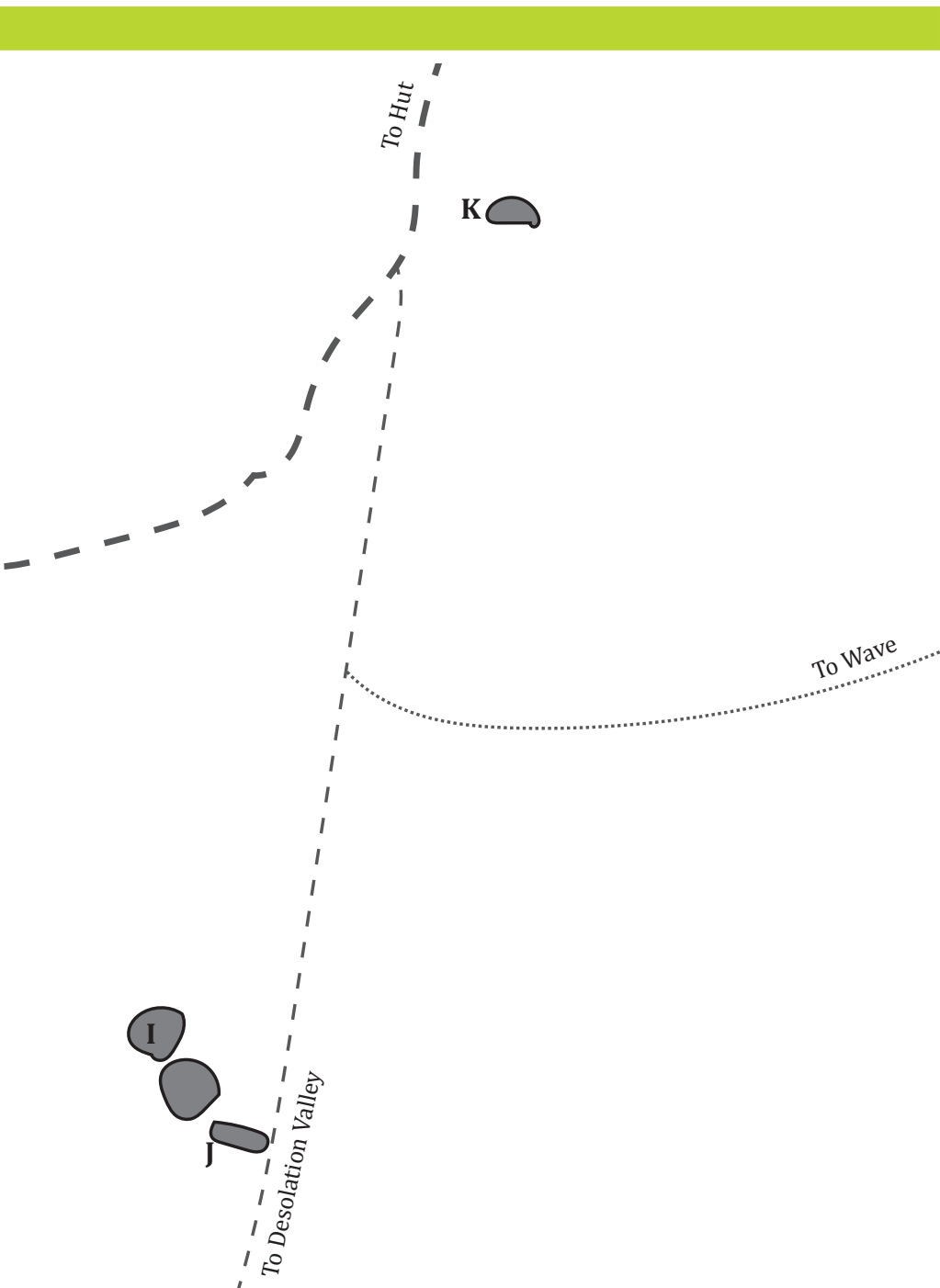
Mushroom Man

Hollow Ark

Chimanimani Mania

Healthy Giant

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
5	11	5	0	0



A: Obsession

19°47'13.99"S 33° 0'50.45"E

A1: Obsession V7/8

Dan Bates 2011

Squat-start on the orange bulges. Climb up and left to a crux near the top.

A2: Mental Warm Up V3

Dan Bates 2011

Sit-start. Climb the easiest line of jugs to a crux at the top.

A3: Chimanimani Mania V8

Dan Bates 2011

Sit-start in horizontal crack. Hard moves lead to jugs in crack to top out.

A4: Boomerang V5

Dan Bates 2011

Stand-start. Climb up crack. Move left to another crack and top out through notch.

A5: Frontside or Backside V5

Dan Bates 2016

High sit-start or squat-start on a crimp. Campus right to jug.

Boulder B

B1: Crimp Problem V5/6

Dan Bates 2011

Sit-start and climb crimps up the short face.

B2: Declination Arete V5/6

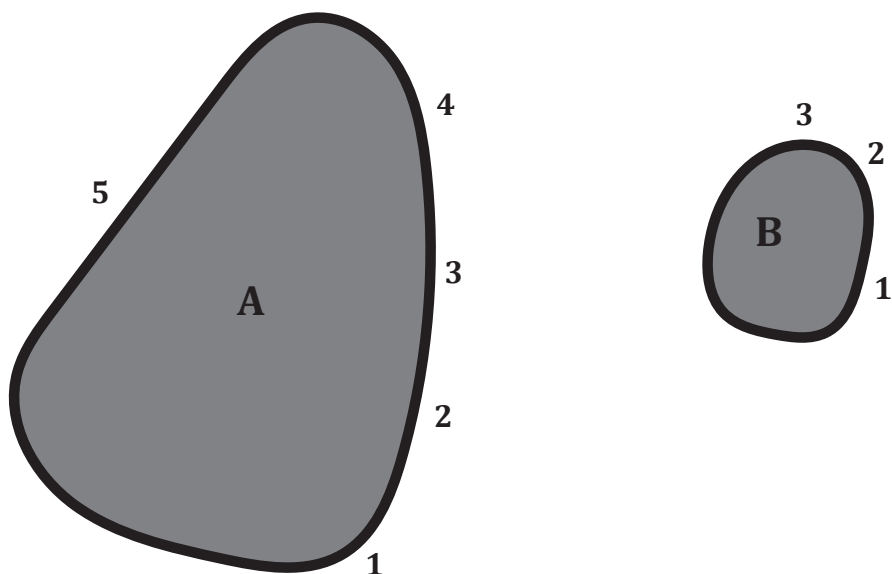
Dan Bates 2015

Sit-start on the flake jug. Climb sloppy crimps on the arete.

B3: Hollow Ark V6/7

Paul Robinson 2015

Start as for B2. Finish to the right.



Boulder C

19°47'14.04"S 33° 0'52.83"E

C1.1: Chicken Out V1

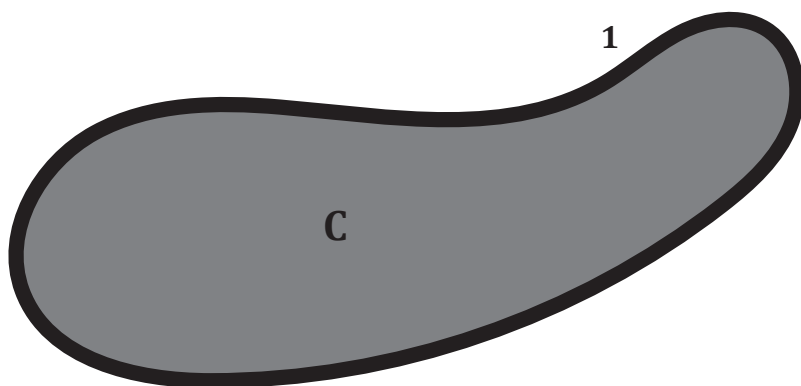
Derrick Starling 2015

Up the backside of the huge prow. Top out (chicken out) right.

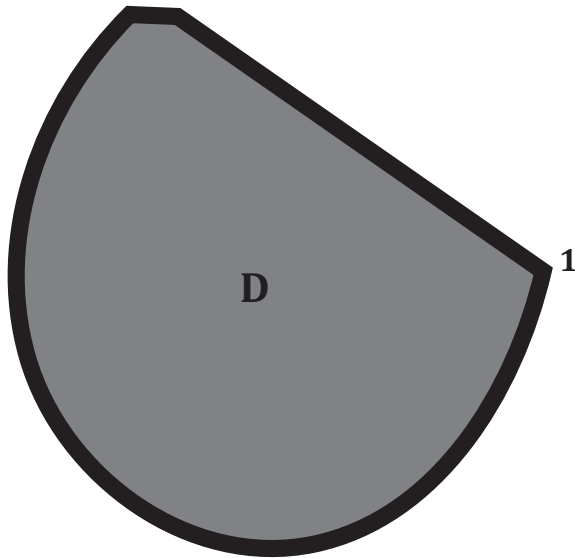
C1.2: Unnamed V4

Paul Robinson 2015

Start as for Chicken Out but climb the entire prow to high top out.



Boulder D



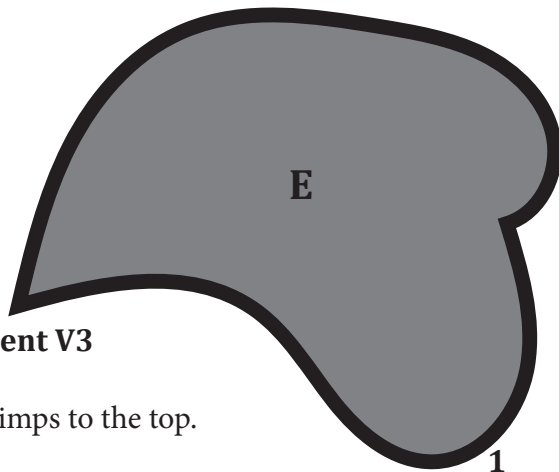
D1: Pizza V3/4

Dan Bates 2016

Sit-start. Campusing type moves up hanging prow/arete.

Boulder E

19°47'13.86"S 33° 0'53.58"E

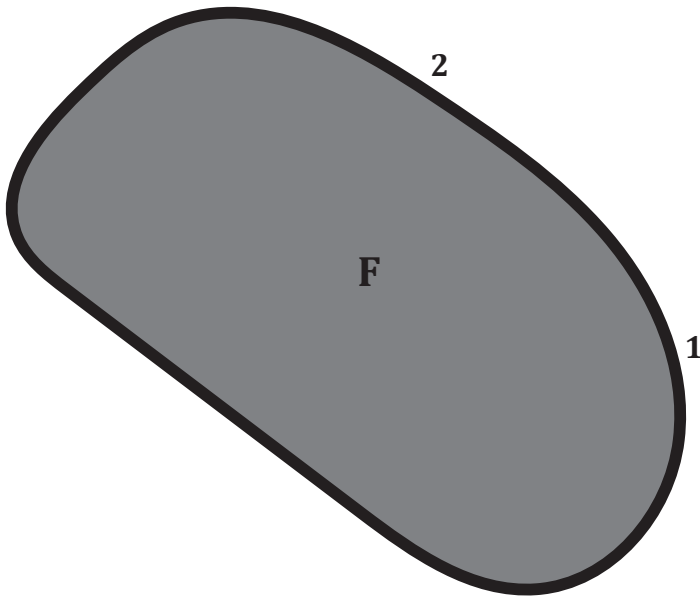


E1: Second First Ascent V3

Derrick Starling 2015

Sit-start. Climb nice crimps to the top.

Boulder F



F1: Healthy Giant V8

Paul Robinson 2015

Sit-start very low under bulge and slap up. Complex beta.

F2.1: 3 for 3 V0

Derrick Starling 2015

Sit-start on low hold. Climb straight up.

F2.2: 4 for 4 V1

Derrick Starling 2015

Sit-start on low hold. Move right to finish on horn.

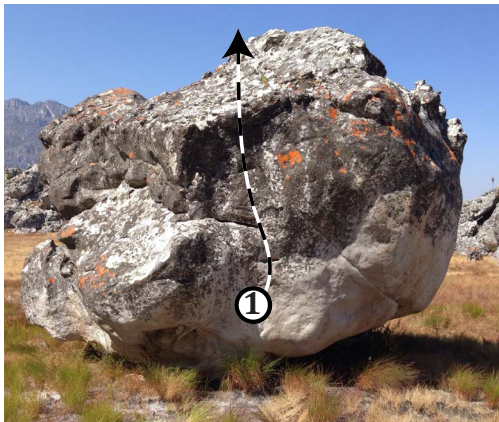
Boulder G

G1: Slot Problem V2

Dan Bates 2011

Sit-start one hand on each slot.

Very short.

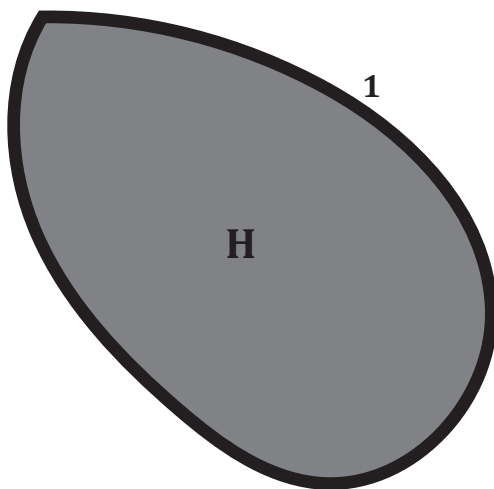


Boulder H

H1: Mushroom Man V4/5

Alex Kahn 2015

Start on cool upside-down mushroom under roof.



Boulder I

I1: Ant Lion Man V7

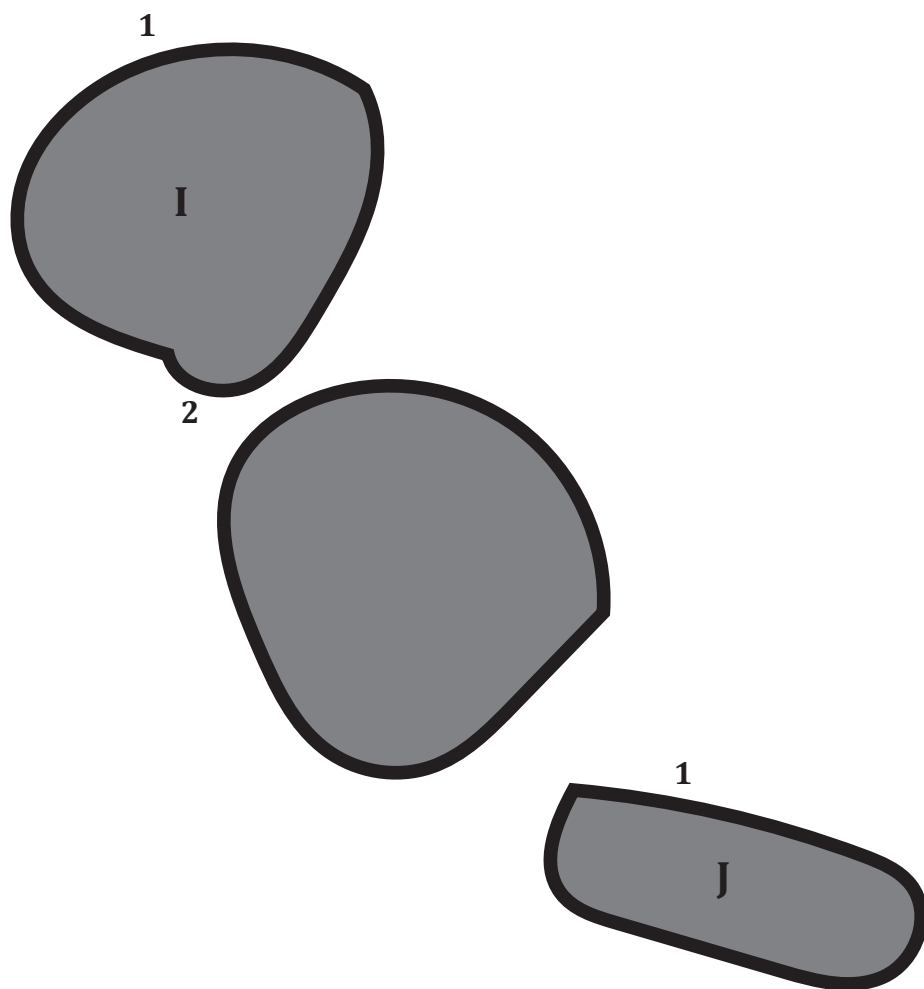
Dan Bates 2016

Sit-start with left hand on tufa undercling and right hand on side-pull sloper. A couple moves to jugs. Top out and traverse off left.

I2: Antelope Man V4

Dan Bates 2016

Sit-start and climb up some sloppy crimp rails on the semi-arete.



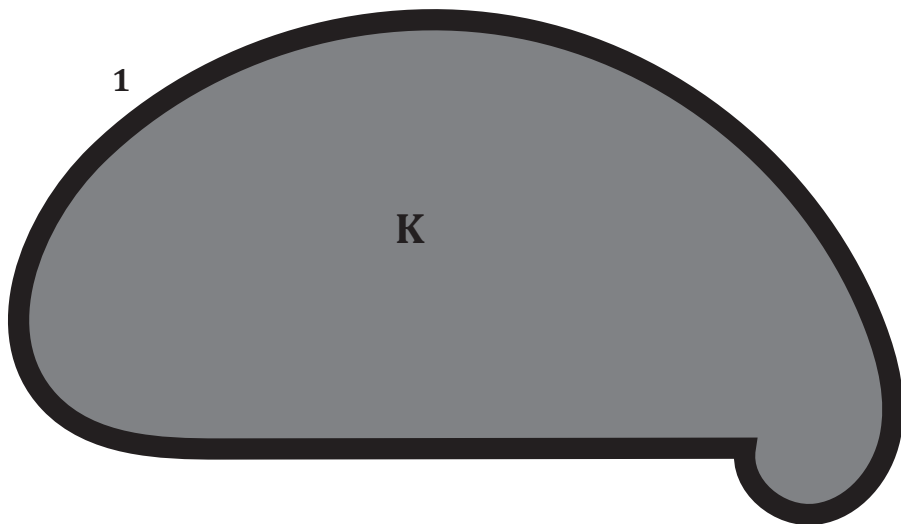
Boulder J

J1: Sunflower V1

Callie Morgigno 2016

Low stand-start. Climb up nice pocketed wall. Tops out through grass.
possible sit-start.

Boulder K



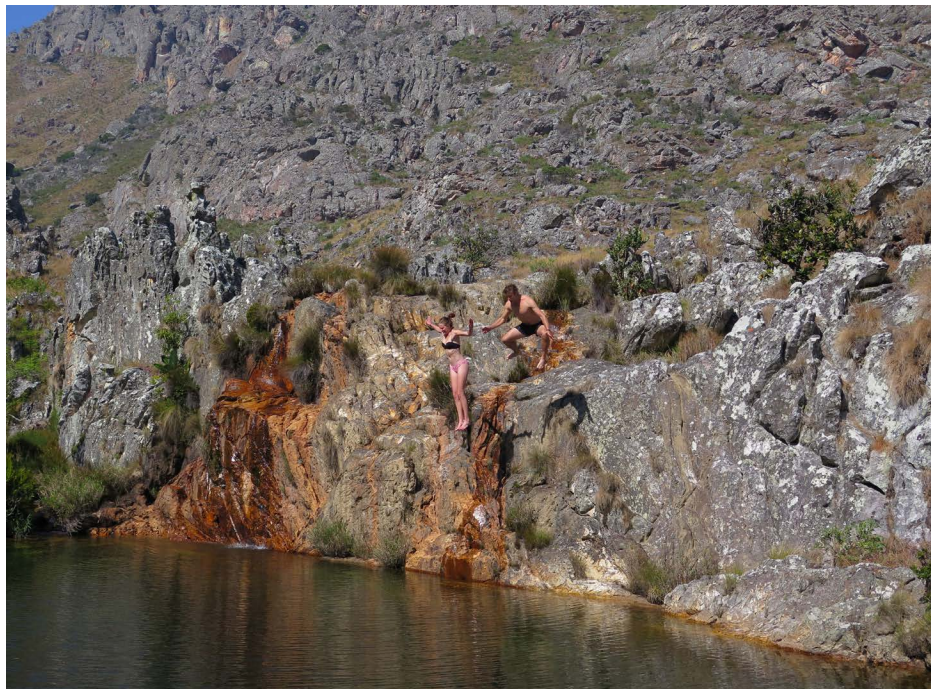
K1: Kickoff V5/6

Dan Bates 2016

Sit-start on good holds at the bottom of face. Move up and slightly left.

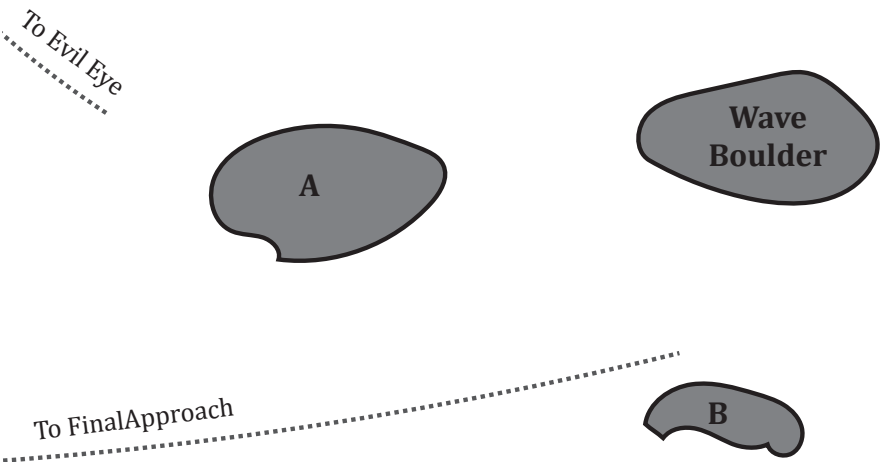


Dan Bates on Kickoff V5/6 © Dan Bates



Wave

At the centre of this area is a huge boulder that looks like a perfect barreling wave.



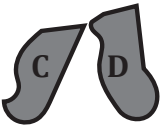
Top Problems

Captain Crunch

Hai Bo

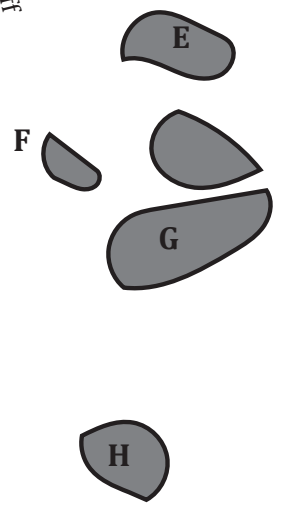
Ode to a Small Mouse

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
4	7	2	1	0



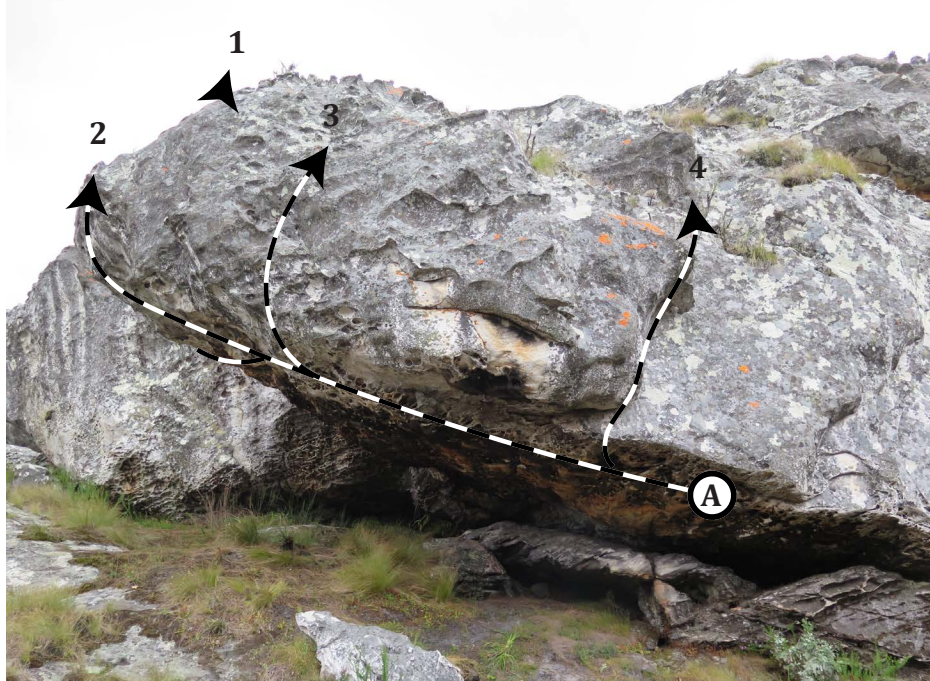


To White Cliff



A: Crunch Roof

19°47'12.74"S 33° 1'2.91"E



A1: Captain Crunch V3

Derrick Starling 2016

Sit-start matched on the big pocket at the bottom (right) of the roof.

Climb the entire roof to topout on the left on good holds (exit too far left and the holds are crumbly).

A2: Unnamed V6

Paul Robinson 2015

Start as for Cpt Crunch. Climb the roof and finish on the high prow.

A3: Unnamed V4

Alex Kahn 2015

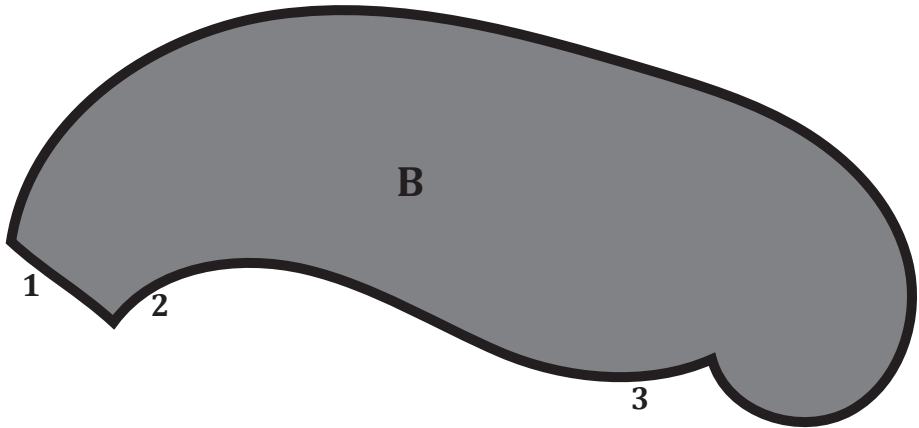
Start as for Cpt Crunch. Climb half the roof then exit right onto the face.

A4: Captain Crunch Direct V4

Christian Adam 2016

Start as for Cpt Crunch. After a couple moves climb out onto the face using the crack.

Boulder B



B1: Me I don't Know V0

Derrick Starling 2015

Stand-start. Climb straight up.

B2: Shin Digs V0

Martyn Oosthuizen 2015

Stand-start. Climb the dihedral.

B3: Think twice V2

Martyn Oosthuizen 2015

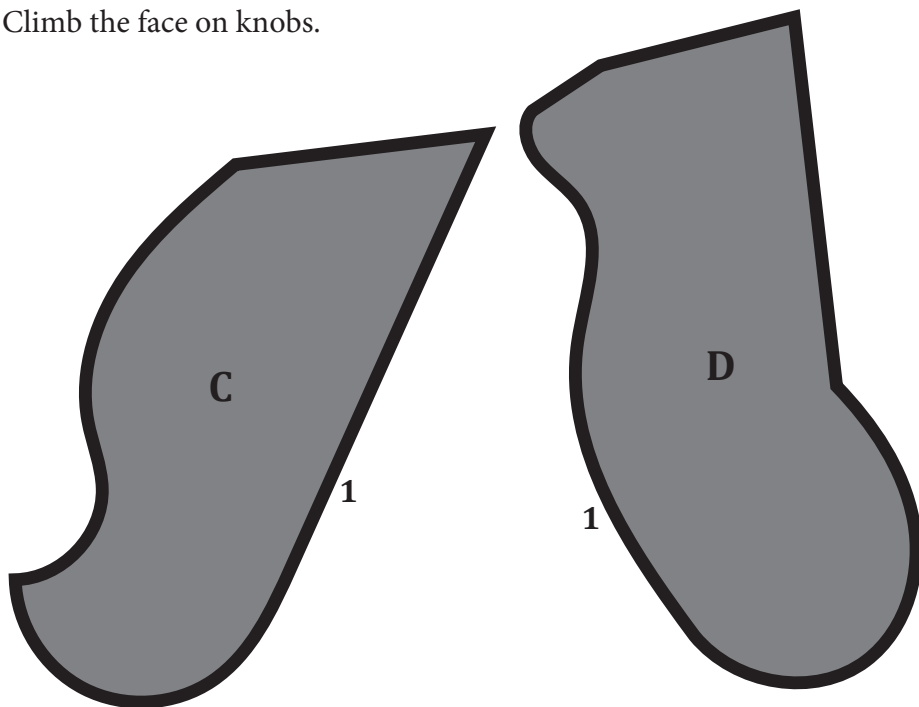
Sit-start under the roof. Climb left then up.

Boulder C

C1:Smash V0

Ash Spence 2015

Climb the face on knobs.



D: Belly of the Beast

19°47'14.32"S 33° 1'4.26"E

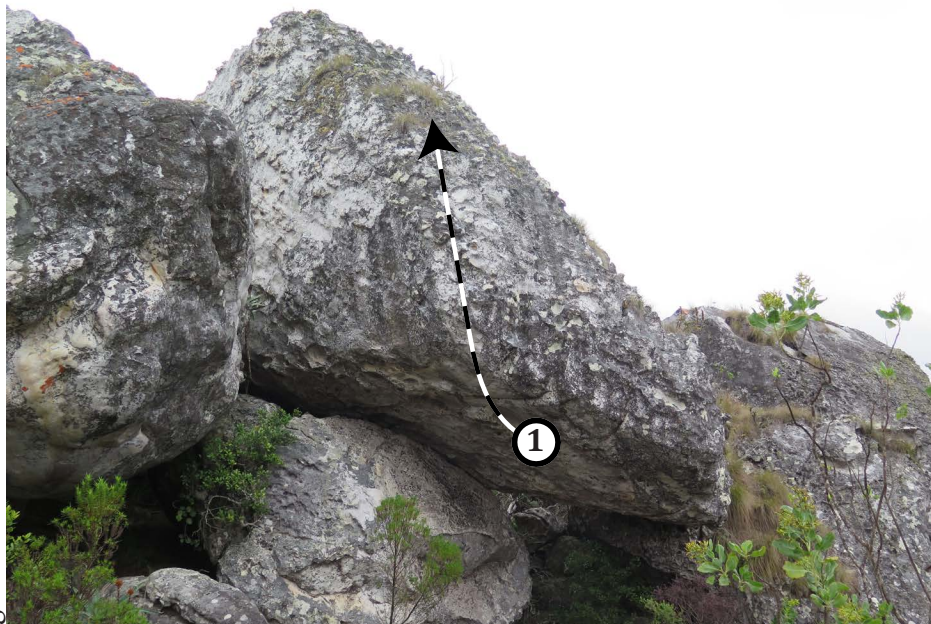
D1: Belly of the Beast V3

Derrick Starling 2015

Sit-start deep in the cave. Make your way out on chicken heads and blades.

E: Hai Bo

19°47'11.25"S 33° 1'7.02"E



E1: Hai Bo V7

Jimmy Webb 2016

Jump-start to obvious pocket jugs. Climb out of the roof onto the slab.





Jimmy Web on Hai Bo V7 © Alex Kahn



Paul Robinson Checking out the holds on Ode to a Small Mouse V10 © Alex Kahn



Derrick Starling on Captain Crunch V3 © Ash Spence

Boulder F

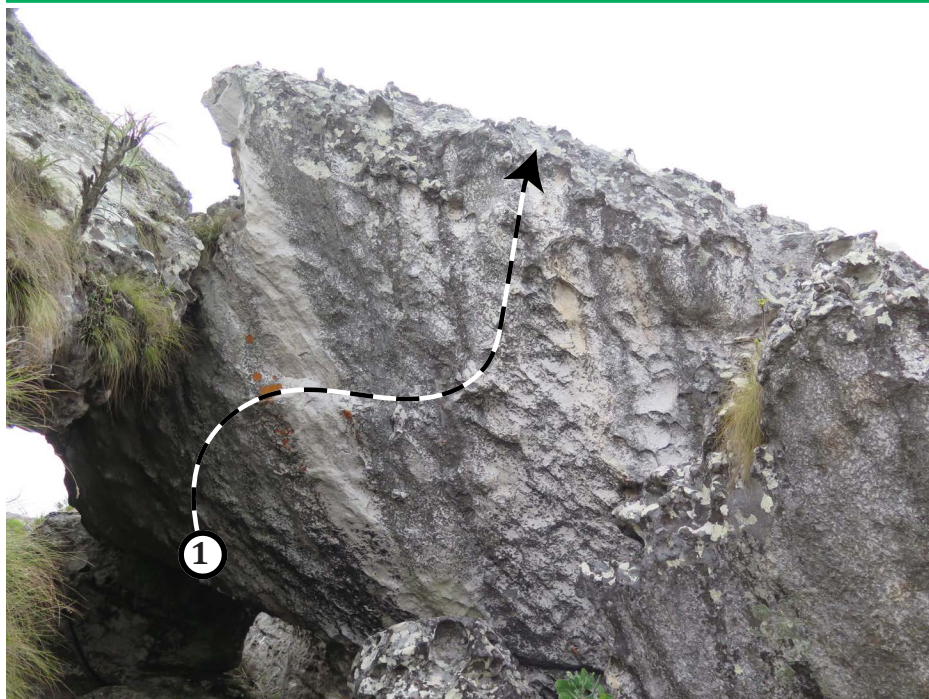
F1: Christians Traverse V3

Christian Adam 2016

Stand-start. Traverse right using the undercling.



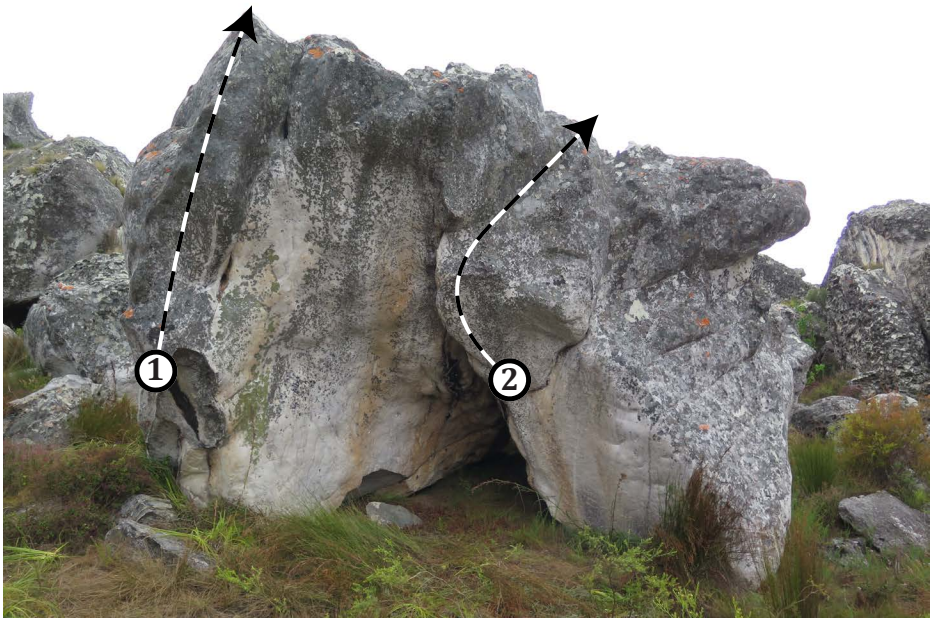
G: Ode to a Small Mouse



G1: Ode to a Small Mouse V10

Paul Robinson 2016

Sit-start under roof to a cool cross to small crimp and jump to sloper.



H1: Unnamed Arete V4

Christian Adam 2016

Climb the arete using slopers.

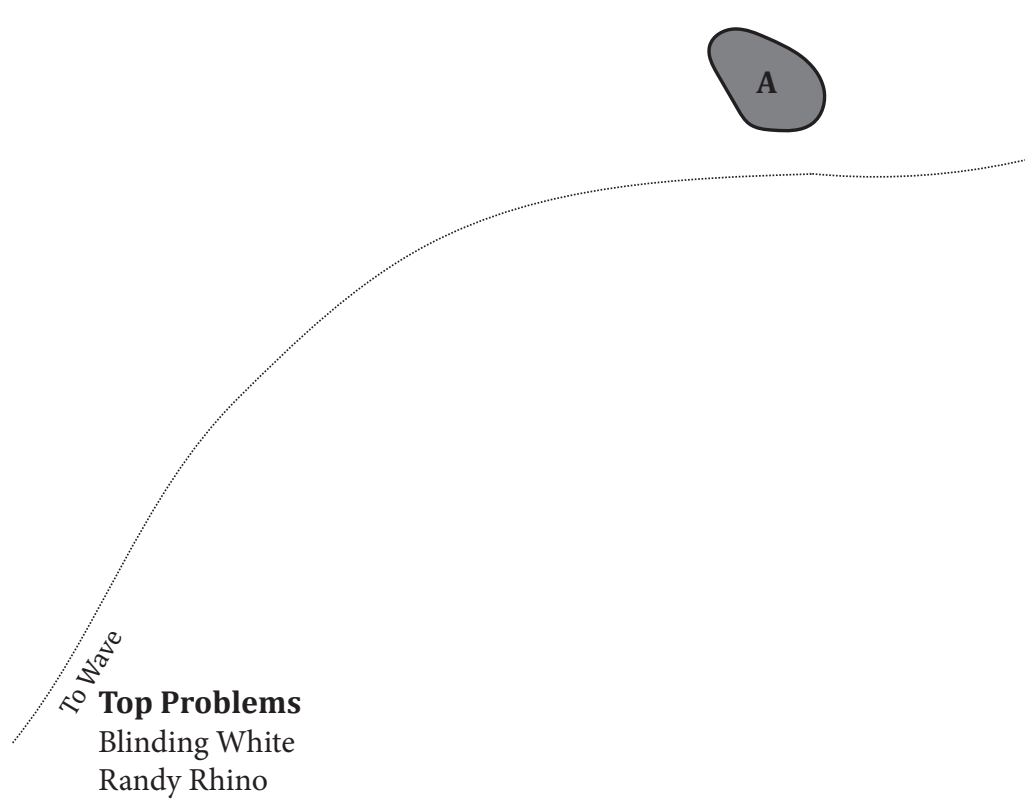
H2: Unnamed V5

Christian Adam 2016

Climb the layback then exit right.

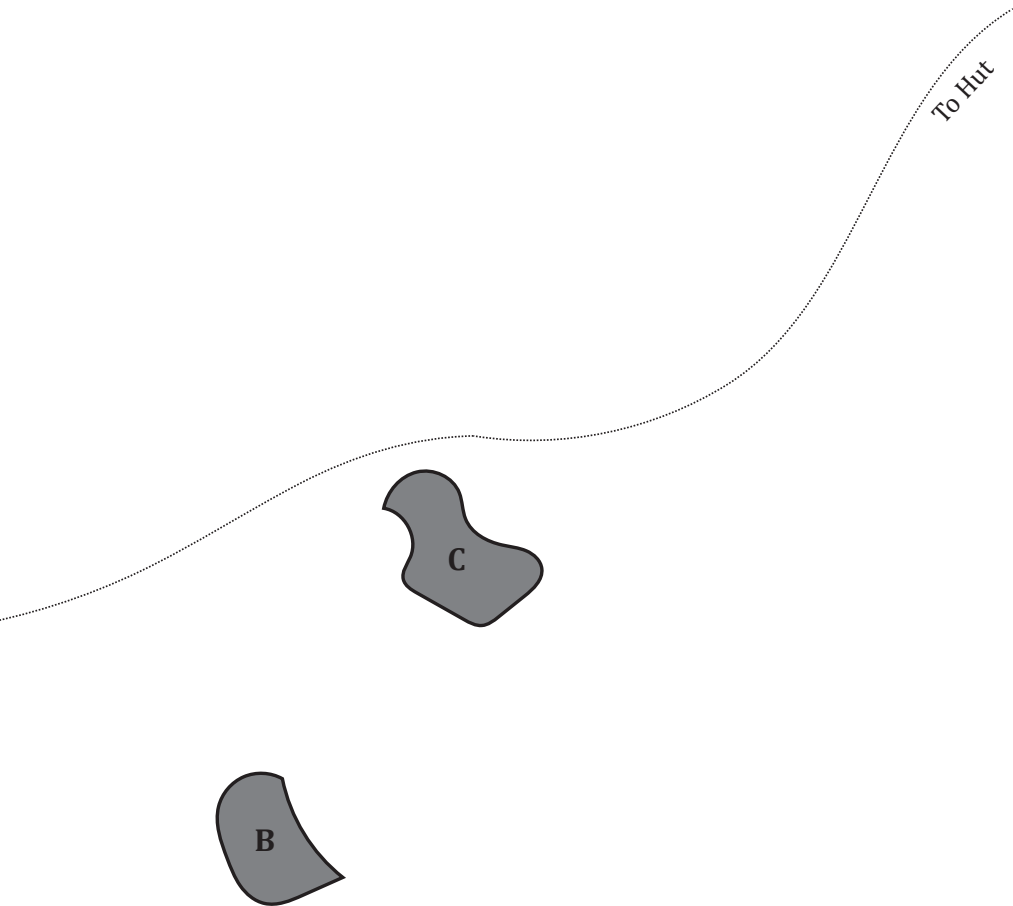
White Cliff

This area to the South-East of the Wave holds a small number of climbs.



Top Problems
Blinding White
Randy Rhino

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
2	1	1	0	0

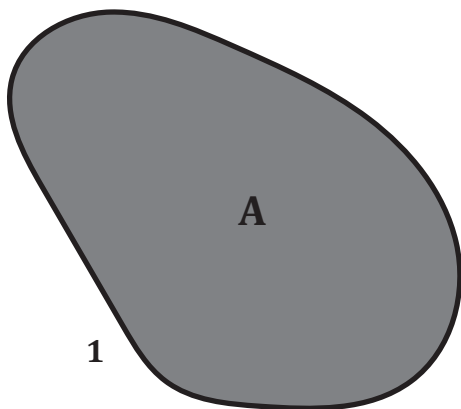


A: Blinding White

A1: Blinding White V5/6

Dan Bates 2016

Sit-start under very white slabby face on perfect jug. Make one hard dynamic move up to a high hold on the face and top out.



Boulder B

B1: Spunk V1

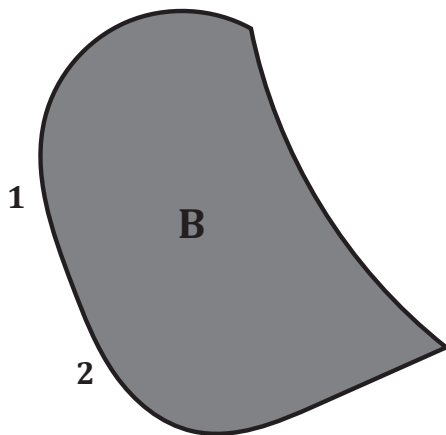
Callie Morgigno 2016

Stand-start on pockets just below the lip. Pull up on lots of pockets.

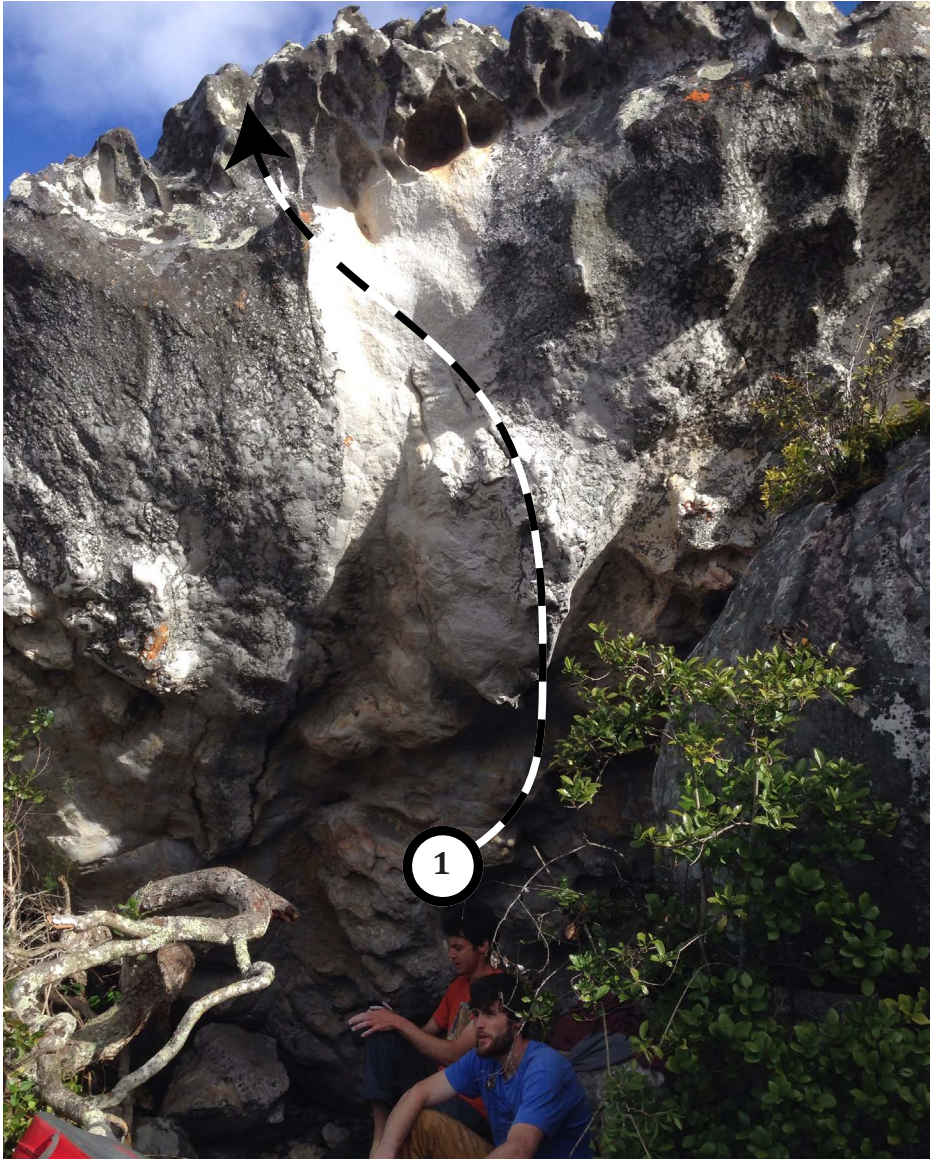
B2: Spark V0/1

Callie Morgigno 2016

Sit-start 1.5m to the right of Spunk. Climb up the face using two pockets in the middle of the face to reach easier terrain.



C: Randy Rhino



C1: Randy Rhino V8

Jimmy Webb 2016

Sit-start. Climb the tufa-like feature.

Bailey's Folly

Along the Bailey's Folly path to the hut there are 3 boulders with climbs on them. At this time only descriptions are available. More details in a future guide.

Boulder A

A1: Trailside V5/6

Dan Bates 2011

About half way up the path from the base camp, this crimpy gently overhanging face is just on the right side of the trail (1m from the trail) but easy to pass.

B: Warm Up Boulder

This boulder is to the left of the trail after breaking out into a clearing more than half way up the hill. Some nice holds make a few good problems.

Boulder C

C1: The Unbelievable V5/6

Dan Bates 2011

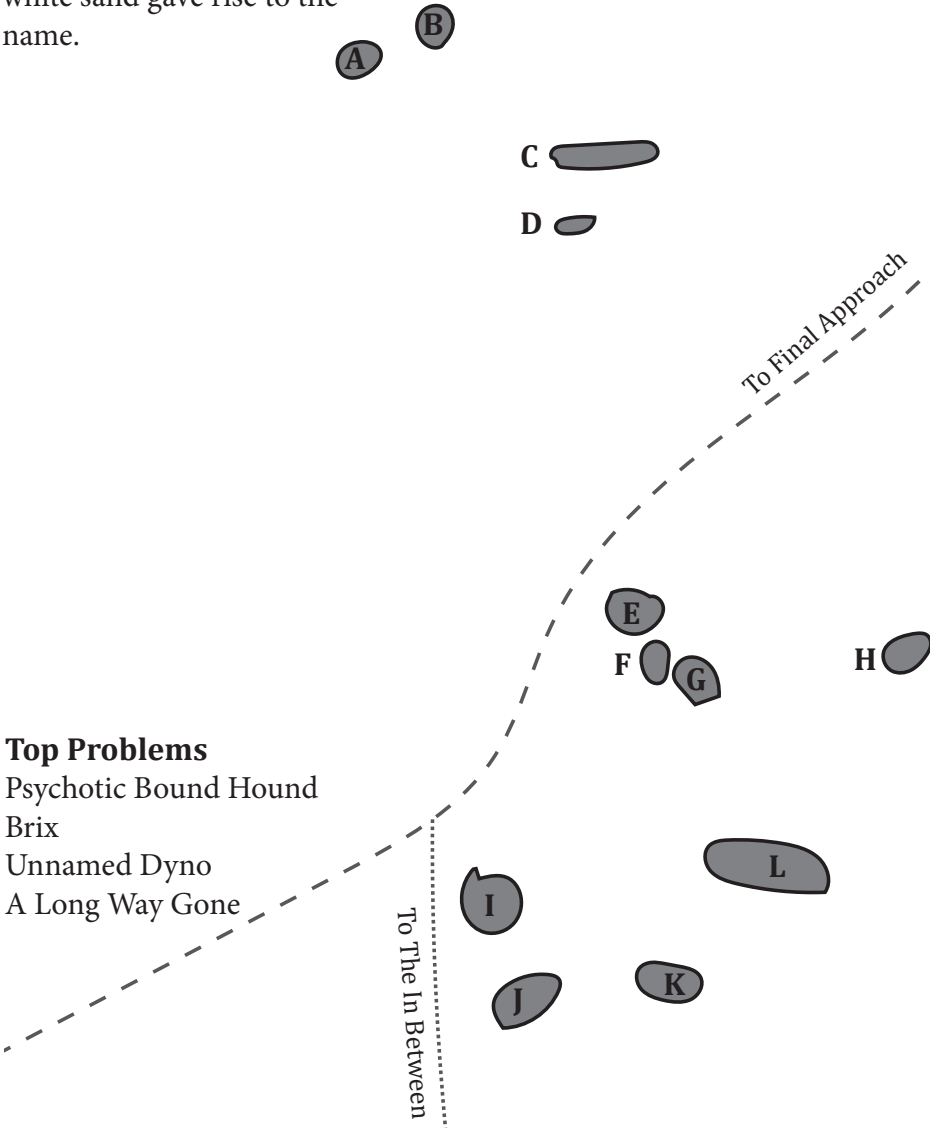
This boulder is visible from the trail near the top of the hill climb. The boulder is far off to the right side (when facing up the hill). It is a short black and gray quartz face with a small cave at the top of the hill facing the main trail off in the distance.

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
0	2	0	0	0



Desolation Valley

The first year this area was developed a fire had burned all the vegetation in the valley, the desolate look of the black burned tufts of grass and the white sand gave rise to the name.



Top Problems
Psychotic Bound Hound
Brix
Unnamed Dyno
A Long Way Gone

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
7	8	4	0	0



Martyn Oosthuizen on Thete Thing V2 © Derrick Starling



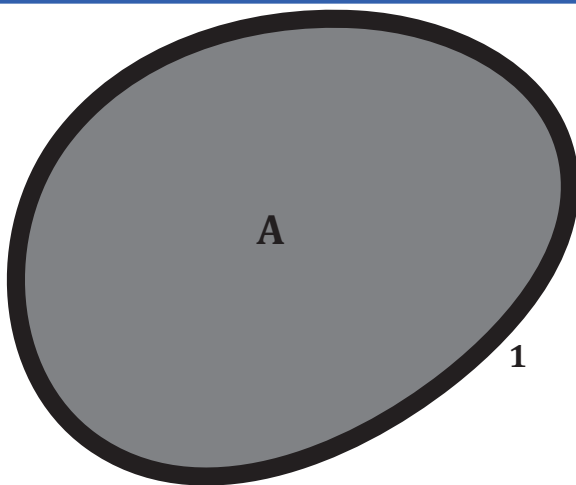
Julia Wakeling on Psychotic Bound Hound V2 © Derrick Starling

Boulder A

A1: Pain V3/4

Dan Bates 2016

Sit-start left hand on very sharp crack/pocket and right hand on sidepull. Move up and left.

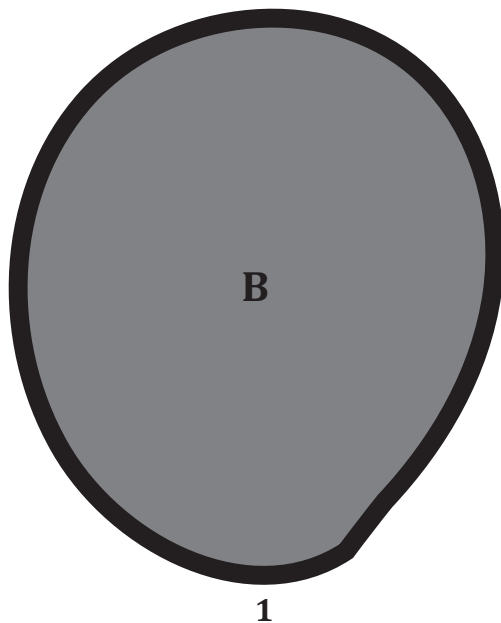


Boulder B

B1: Splegs V1

Martyn Oosthuizen 2015

Sit-start on low holds. Climb the overhang.





Martyn Oosthuizen on Psychotic Bound Hound V2 © Ash Spence



Julia Wakeling on Splegs V1 © Derrick Starling



C1: A Long Way Gone V5/6

Paul Robinson 2015

Stand-start on small pockets. Move up to giant diagonal sloper which takes you to the top.

C2: Brix V3

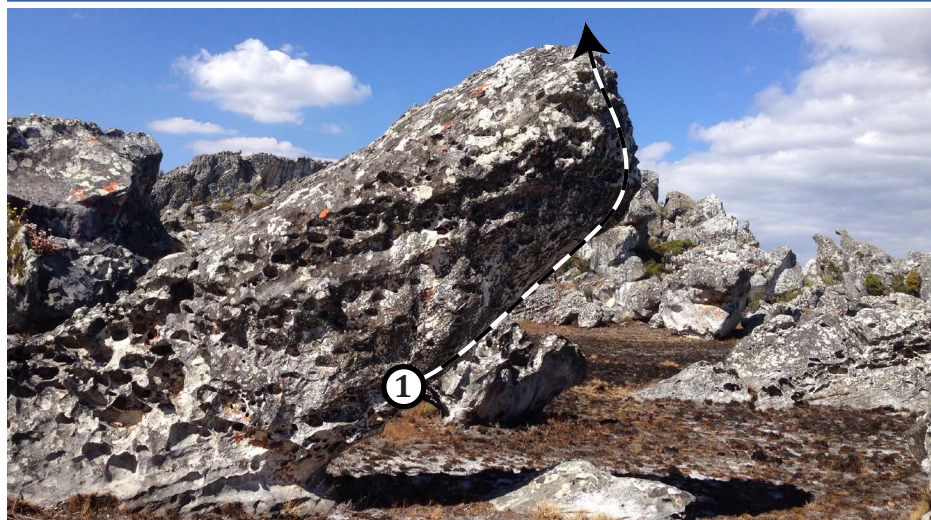
Derrick Starling 2015

Climb the pockets up the big prow.



Paul Robinson on A Long Way Gone V5/6 © Alex Kahn

Boulder D



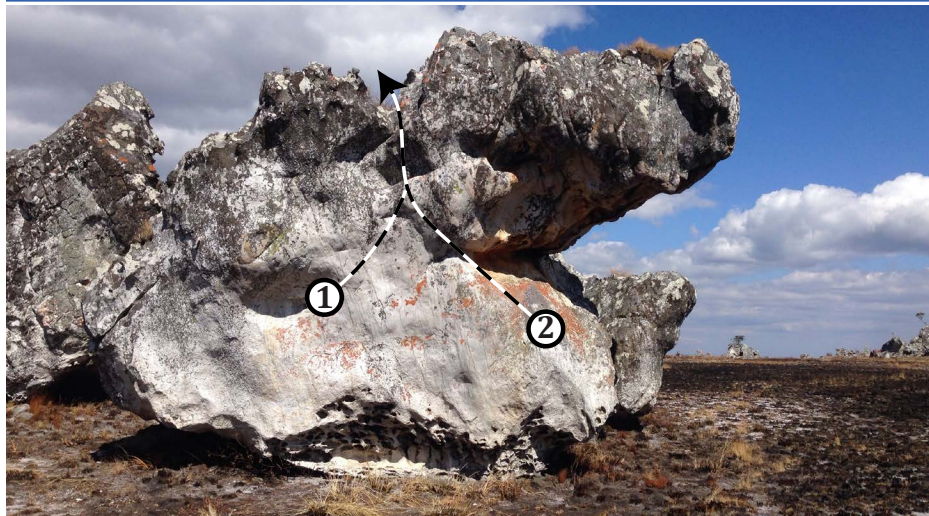
D1: Psychotic Bound Hound V2

Martyn Oosthuizen 2015

Climb the pockets up the prow.



Derrick Starling on Brix V3 © Ash Spence



E1: Dyno V4

Paul Robinson 2015

Sit-start in pockets. Dyno to the dish or use tiny crimps to get to the dish then finish through the notch.

E2: Thete Thing V2

Derrick Starling 2015

Start on the right. Climb left to the dish then finish as for E1.

Boulder F

F1: Botcha Town V1

Derrick Starling 2015

Sit-start. Climb straight up the face. Easier on the left.

F2: Unnamed V 3/4

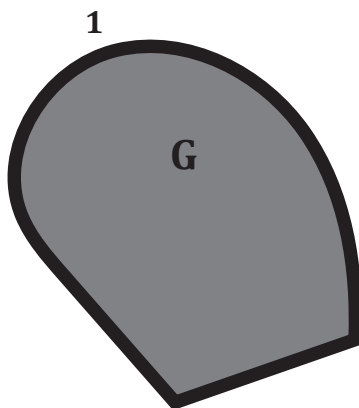
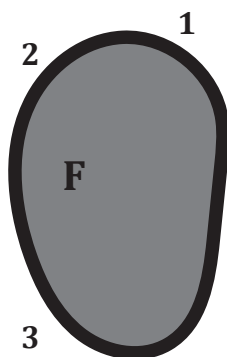
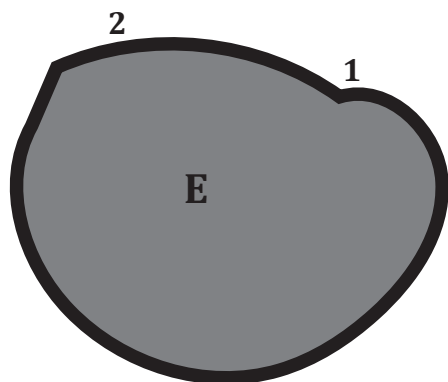
Julia Wakeling 2015

Sit-start under the arete. Slap Moves. Harder than it looks.

F3: Black dynamite V0

Derrick Starling 2015

Sit-start in centre of concave wall.



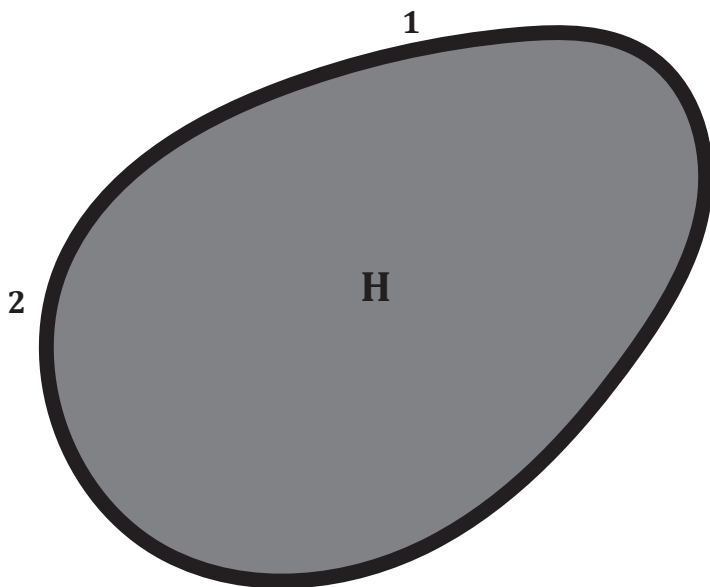
Boulder G

G1: Goldfinger V2

Derrick Starling 2015

Sit-start under the hanging arete.

Boulder H



H1: The Fountainhead V2/3

Dan Bates 2016

Sit-start left hand on crimp and right hand at the bottom of the crack.
One move to the top and jugs.

H2: The Figurehead V7/8

Dan Bates 2016

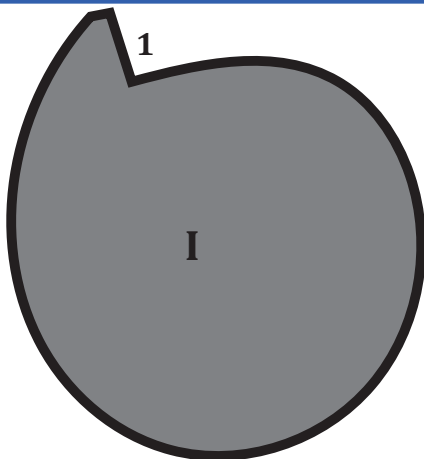
Squat-start below blunt arete with lowest crimps on both sides. Slap up.
Finished up left side of arete.

Boulder I

I1: The Trawler V6/7

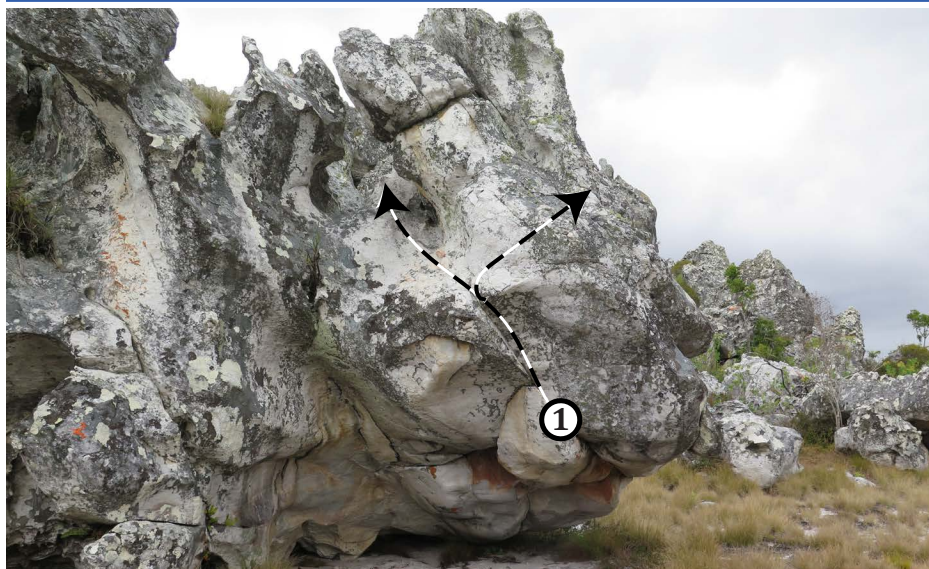
Dan Bates 2016

Very low sit-start left on the rail under the roof. Low traverse to the right to jugs and up. Better with no pad at the start.



J: Jodi

19°47'29.20"S 33° 0'52.06"E



J1.1: Floppy Cock Gecko's V4

Derrick Starling 2015

Sit-start on the diagonal side-pull. Climb up and exit left. Slightly easier than Jodi.

J1.2 Jodi V4

Derrick Starling

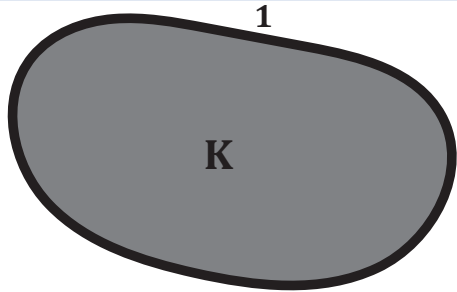
Sit-start on the diagonal side-pull. Climb up and exit right.

Boulder K

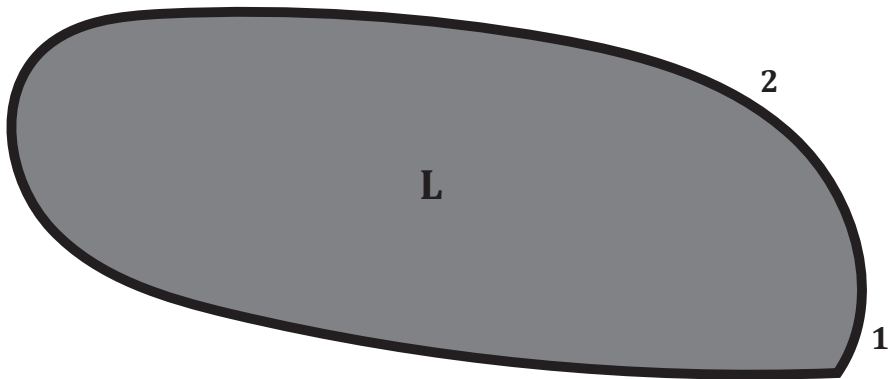
K1: Power Rangers V6/7

Dan Bates 2016

A bit hidden behind some other boulders. Squat start with left hand on side-pull Jug and right on flat hold. Power up to the top.



Boulder L



L1: The Shadow and The Dream V8

Dan Bates 2016

Sit-start on crimp rail on right side of cave. Make a hard move.

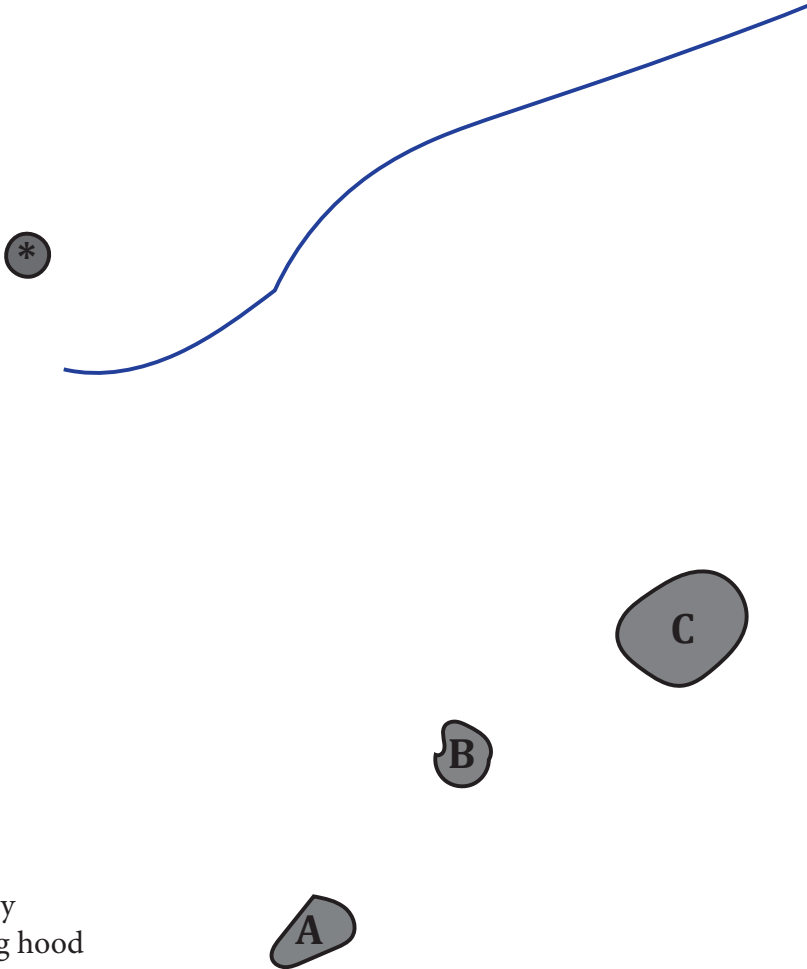
L2: Unnamed V4

Paul Robinson 2015

Start on horizontal under the roof. Also possible to traverse in from the right.

Lower Desolation

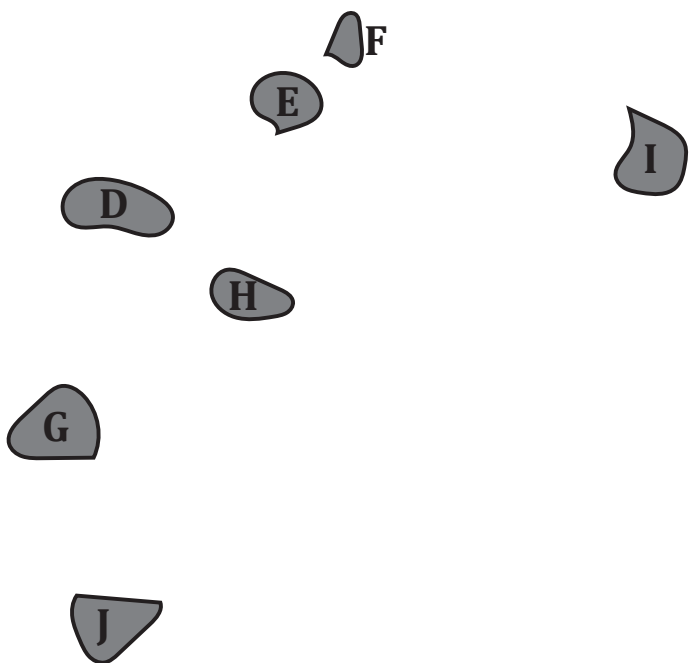
The lower (Eastern) section of Desolation Valley. The easiest way to find it is to walk on the Desolation Valley path from Final Approach till you reach the wide flat valley with Desolation on your right and make your way to the marker boulder across the valley to the left (marked on the map below with (*)).



Top Problems

- Pimps Don ´t Cry
- Little Red Riding hood
- Shoe Nice
- Don ´t Put Your Fingers in Foreign Holes

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
8	8	3	1	0



A: Back on the Horse

A1: Warm up Bulge V2

Alex Kahn 2015

Sit or hang start. Somewhat scrunchy powerful moves up a short face.

A2: Warm up Traverse V1

Alex Kahn 2015

Traverse left to right on the obvious holds.

A3: Back on the Horse V4/5

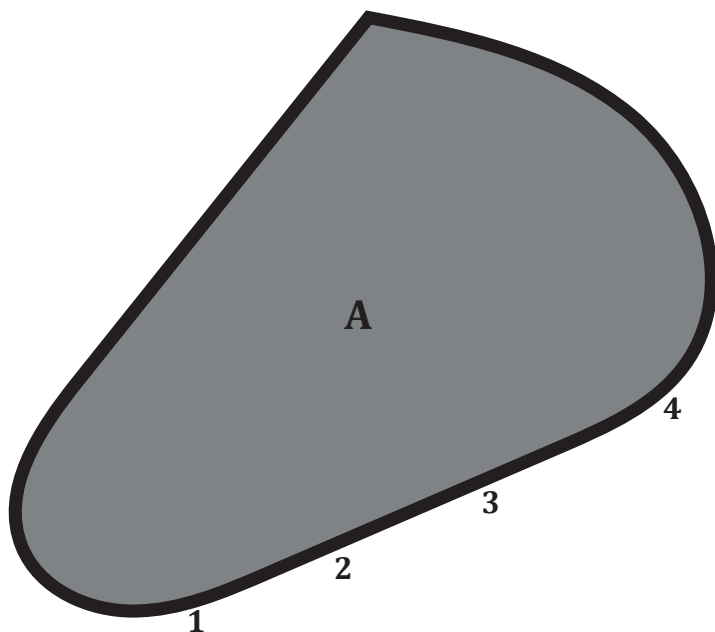
Alex Kahn 2015

Some powerful moves into some tiny crimps with a dynamic move to the lip.

A4: Unnamed V2/3

Dan Bates 2015

Start on the far right of boulder on a sloper dish. Work up the obvious sloper holds on the face to a mellow top out.



Boulder B

B1.1: Bailed out V2/3

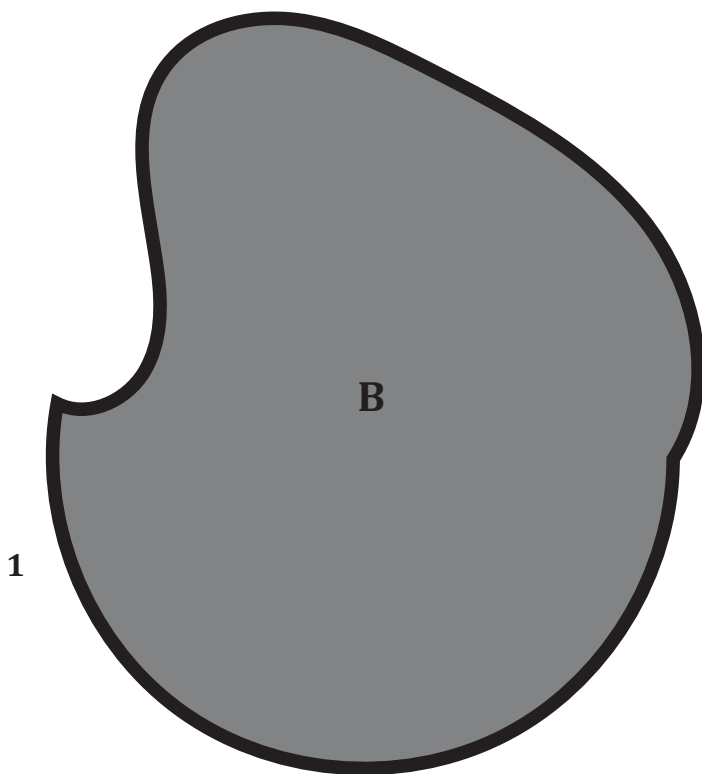
Alex Kahn 2016

A few delicate moves to a powerful mantle up the center of the face.

B1.2: Rail Jail V4/5

Alex Kahn 2016

Starting the same as Bailed Out, ride the rail with right toes and left heel hooks around the corner, find your own way through the remainder of the arete to top out.



C: Foreign Holes

19°47'24.29"S 33° 1'0.95"E

C1: Don't Put Your Fingers in Foreign Holes V10

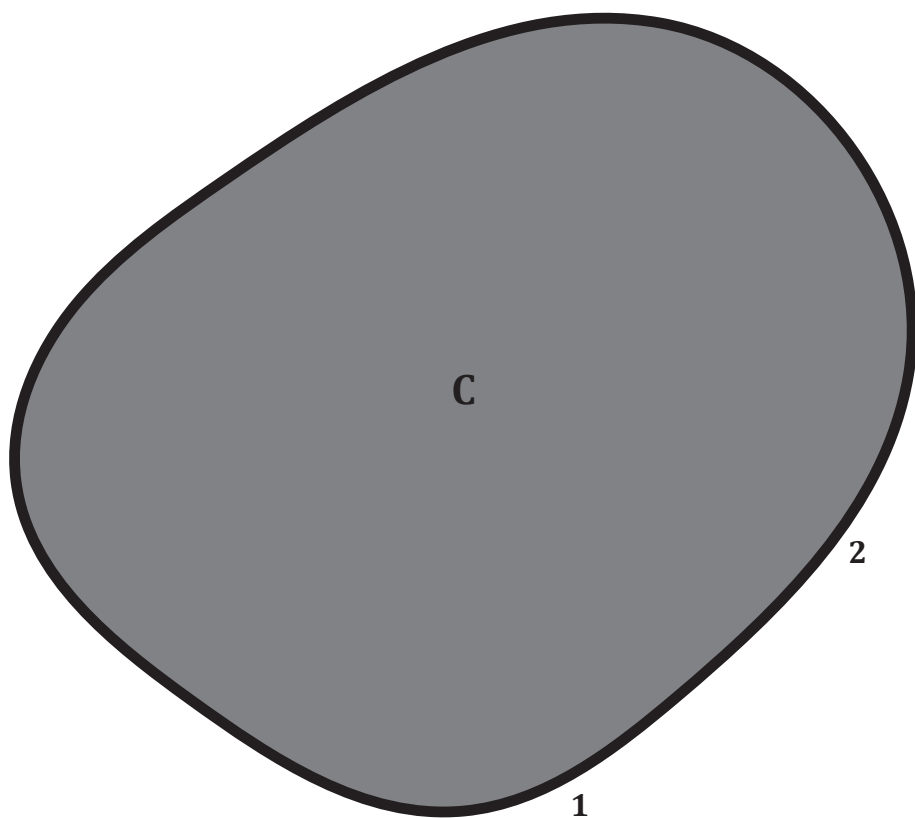
Jimmy Webb 2016

Sit-start on sidepulls. Climb up and right using the small pocket.

C2: Flashback V7

Dan Bates 2015

Sit-start with left hand on sidepull and right on crimp/pocket. Make a hard move up to the crack then to the top.



Boulder D

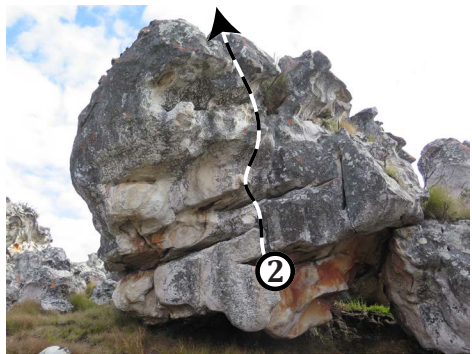
D1: Unnamed V5

Christian Adam 2016



D2: Unnamed V0

Paul Robinson 2016

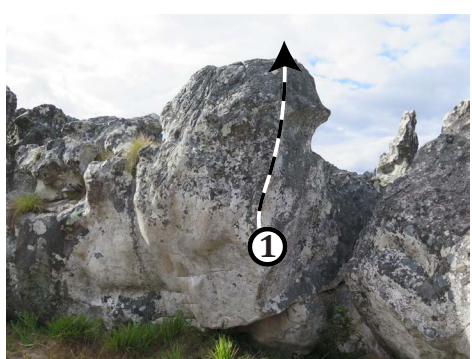


Boulder E

E1: Unnamed V3

Christian Adam 2016

Hang-start. Climb the arete.

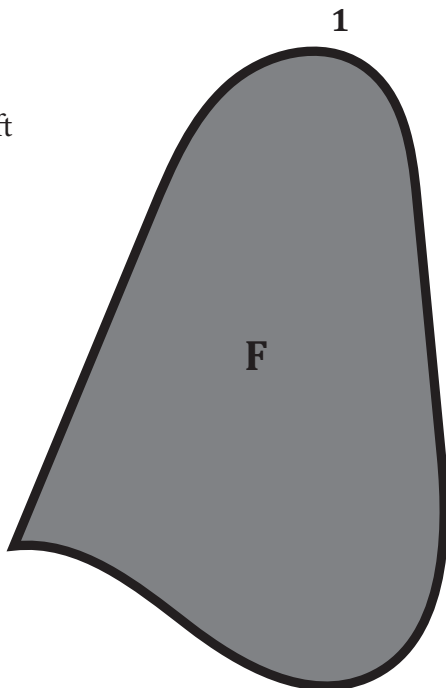


F: Shoe Nice

F1: Shoe Nice V7

Paul Robinson 2015

Sit-start on the right of the arete.
Climb left around the arete then left
and up across the face.



Boulder G

G1: Deep Sand V2/3

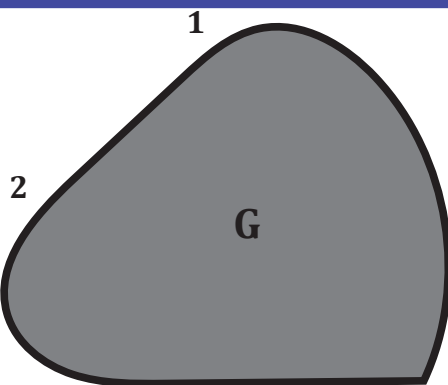
Dan Bates 2016

Sit-start. Climb the short left side of
the boulder.

G2: Gravel and Sand V4

Dan Bates 2016

Sit-start. Climb the right side of the
boulder on small rough crimps.





Paul Robinson on Shoe Nice V7 © Alex Kahn

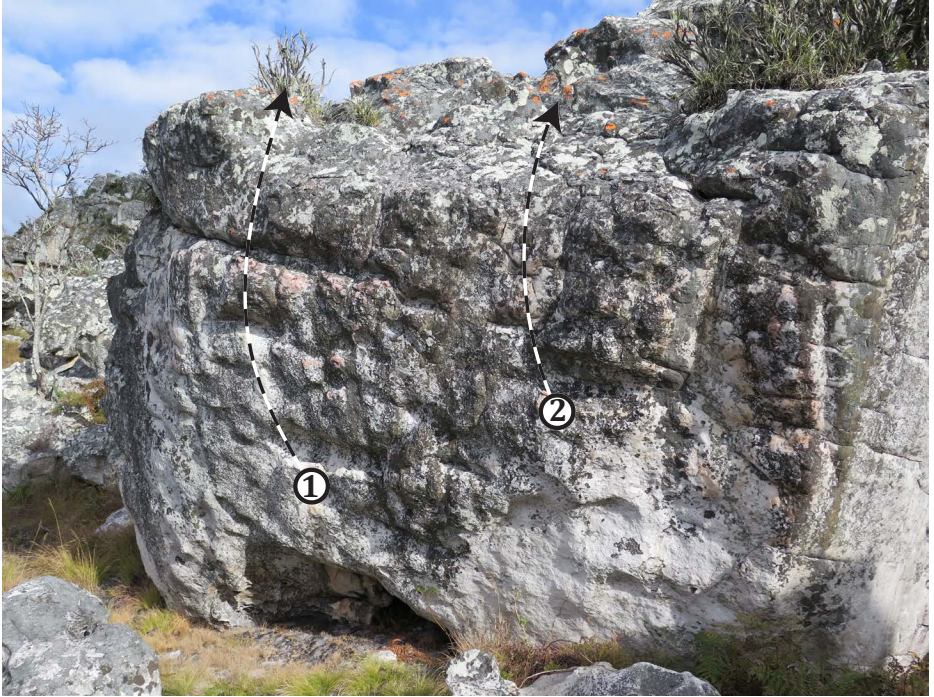


Paul Robinson on Shoe Nice V7 © Alex Kahn



Martyn Oosthuizen on an unnamed V0 © Derrick Starling

Boulder H



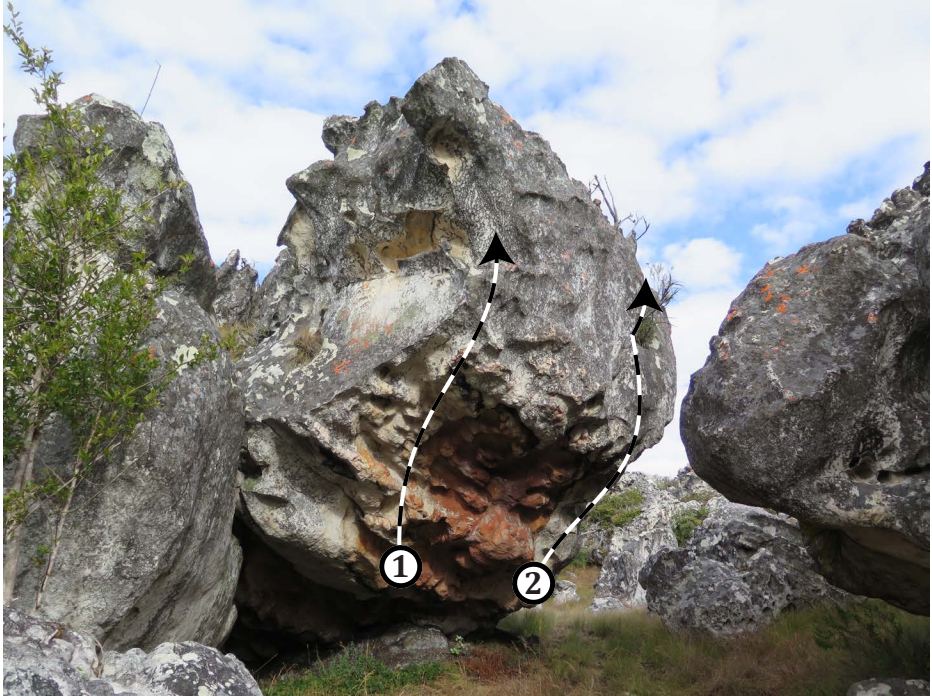
H1: Unnamed V3

Christian Adam 2016

H2: Unnamed V1

Alex Kahn 2016

Boulder I



I1: Tim Tams V2

Julia Wakeling 2015

Hang-start. Climb the best jugs to the top.

I2: Little Red Riding Hood V6

Christian Adam 2016

J: Pimps & Bitches

19°47'25.22"S 33° 1'1.75"E

J1: Pimps Don't Cry V4

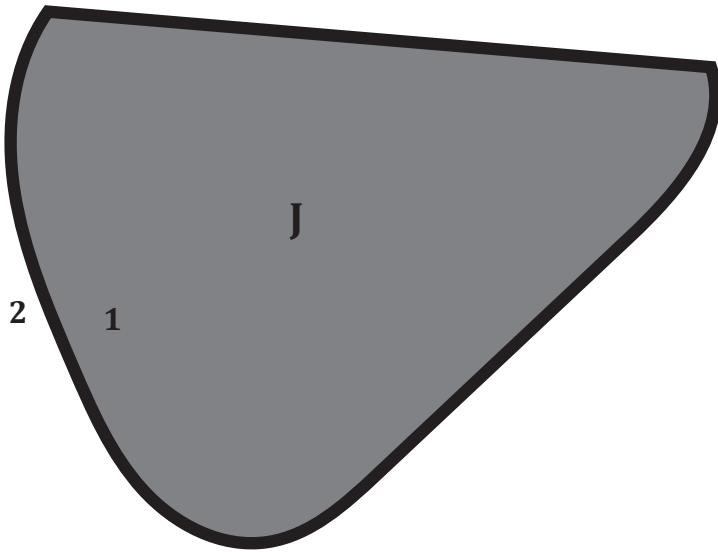
Derrick Starling 2016

Start on the huge chicken head. Climb through the roof on more chicken heads to exit on face.

J2: Bitches just Bitch V3

Jimmy Webb 2016

Start next to the start of Pimps Don't Cry. Climb directly up the face.



The In-Between

Between Desolation Valley and Bergie Valley, this area is centered around the Showout Boulder with its unique notch.



Top Problems

- The Keyhole
- The Showout
- Simple Logic

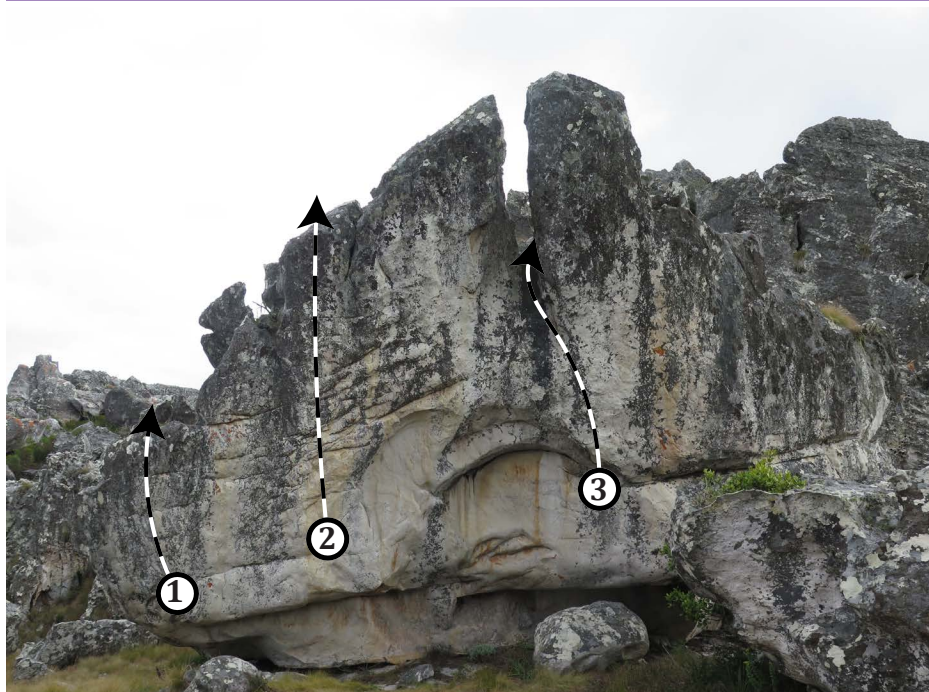
V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
1	1	1	1	0

A

B



Paul Robinson on The Showout V7 © Alex Kahn



A1: Simple Logic V11

Paul Robinson 2015

Climb the face on crimps.

A2: The Showout V7

Paul Robinson 2016

Stand-start on semi-jug left of the arch feature. Climb straight up the face. Easier exit to the left.

A3: The Keyhole V5

Dan Bates 2015

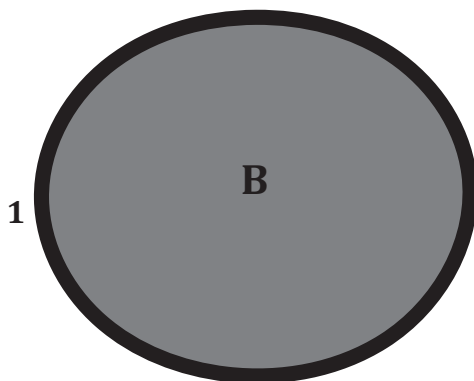
Squat-start off the flat hold. Great moves up to and through the keyhole.

Boulder B

B1: Starfish V1

Callie Morgigno 2016

Sit-start. Climb up on nice rock.



Paul Robinson tops out The Showout V7 © Alex Kahn

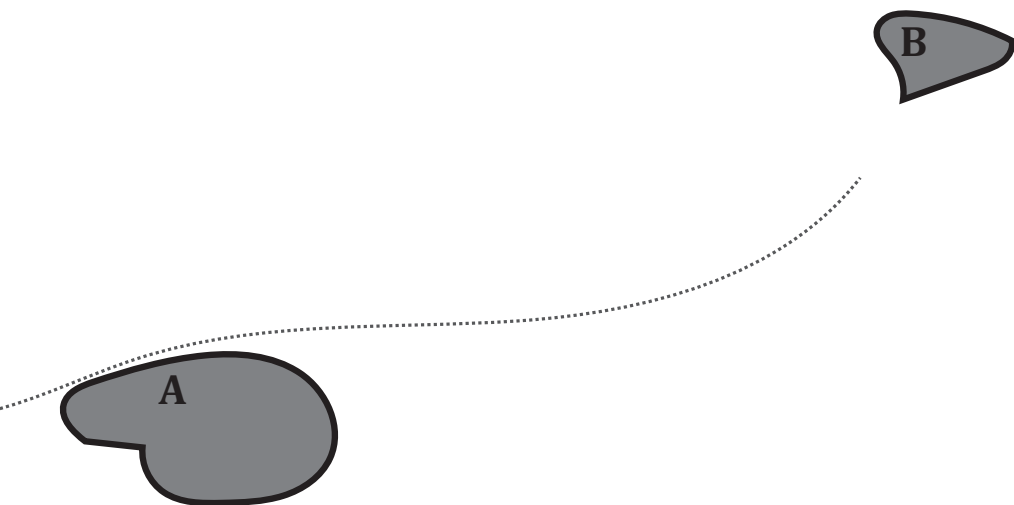
Bergie Valley

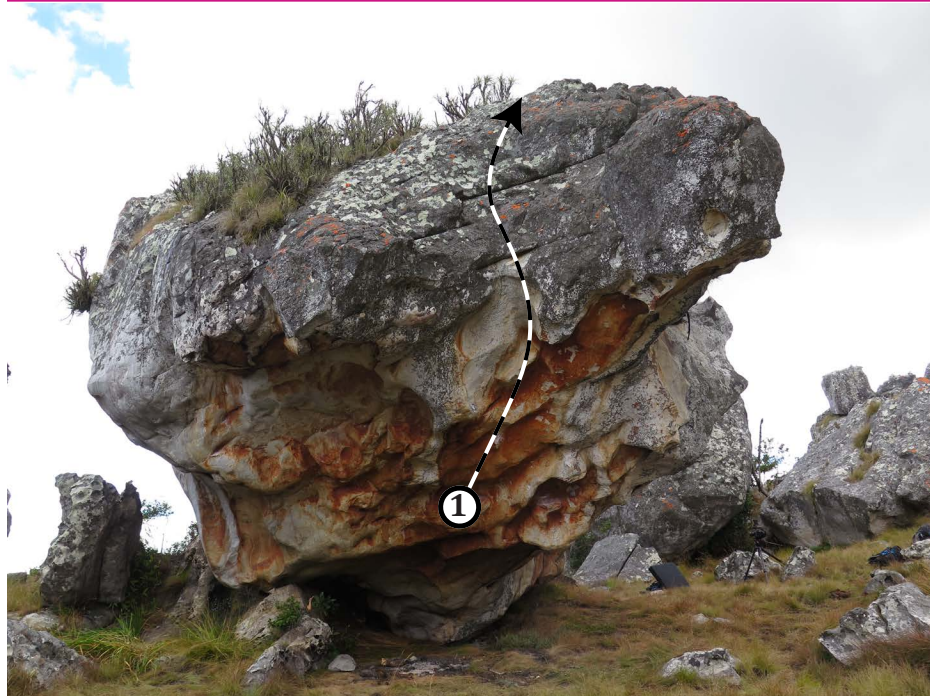
To the South of The In-Between, Bergie Valley is home to the biggest boulder to be developed thus far.

Top Problems

- Le Chiffre
- Red Roof Inn
- Jessup
- The Elaborate Ruse

V0-V2	V3-V5	V6-V8	V9-V11	V12-V15
0	2	1	2	0





A1: Red Roof Inn V7

Jimmy Webb 2016

Stand-start on sloper. Climb out of the red roof.

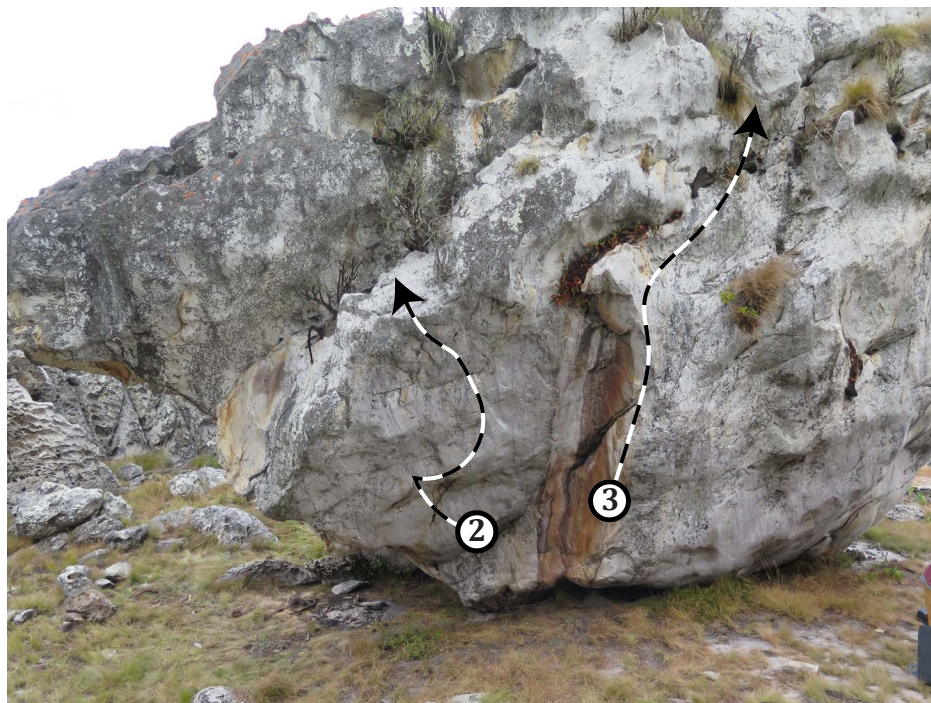




Jimmy Webb on Jessup V11 © Alex Kahn



Hut Life © Alex Kahn



A2: Jessup V11

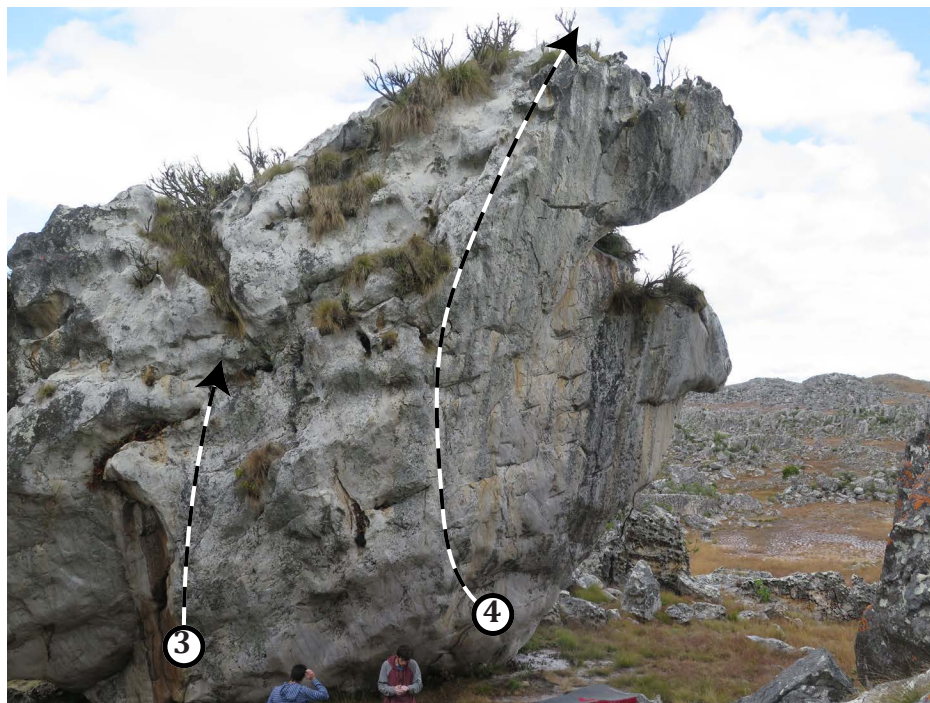
Jimmy Webb 2016

Stand-start on crimps. Move up to sloper on the left then to the jug to the left of the bush.

A3: Access V4

Paul Robinson 2016

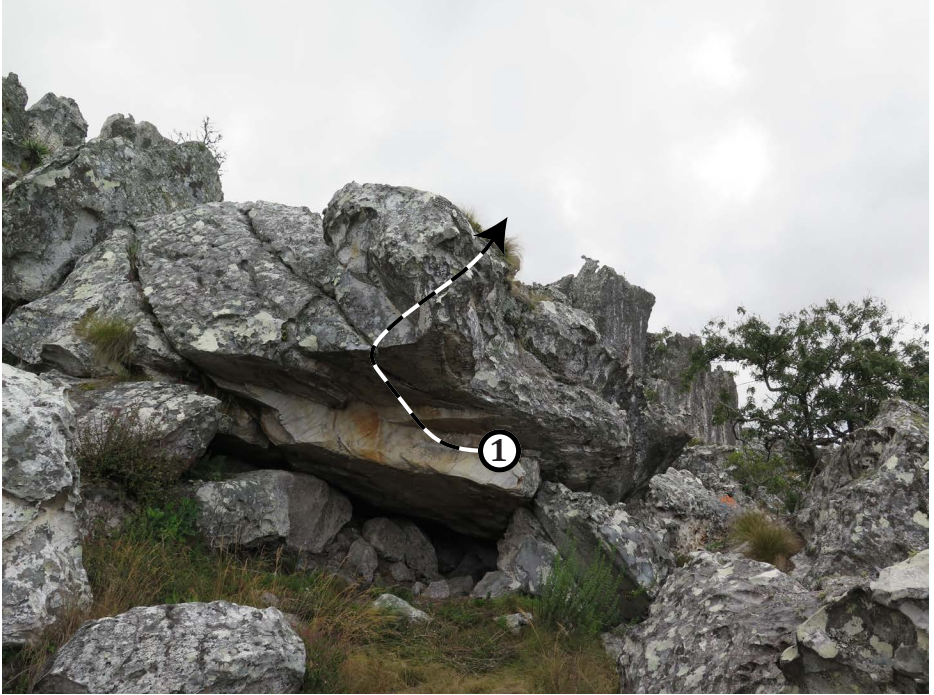
Climb the arete on crimps. Also the descent route.



A4: The Elaborate Ruse V11 X

Paul Robinson 2016

Hang-start on the rail. Climb the high face on crimps well into the no fall zone to stand atop the 50ft tall block.



B1: Le Chiffre V4

Derrick Starling 2016

Sit-start on the rail. Move left then up to the lip then move right and top out.

Problem Index by Grade

V12

Satan in a Coffin	Norf Hill	14
Masasa	Waterhole	19
Hoe & Rifle	Alien Safari	36

V11

White Rhino	Evil Eye	43
Simple Logic	The In-Between	102
Jessup	Bergie Valley	109
The Elaborate Ruse	Bergie Valley	110

V10

House of Stone	Norf Hill	12
The Power of Sadza	Alien Safari	36
Ode to a Small Mouse	Wave	68
Don't Put Your Fingers in Foreign Holes	Lower Desolation	92

V9

China Town	Alien Safari	30
The Hip Hop	Alien Safari	30

V8

Jumbo Mumbo	Alien Safari	29
Prowed	Alien Safari	29
Baboon Saloon	Evil Eye	40
Right Wall's Off Low Start	Evil Eye	42
Single File	Hut	48
Chimanimani Mania	Final Approach	52
Healthy Giant	Final Approach	55
Randy Rhino	White Cliff	73
The Shadow and The Dream	Desolation Valley	87

V7

Glass Bulb	Waterhole	19
Bobs Prow	Waterhole	19
Outward Bound	Alien Safari	30
Dreamboat	Alien Safari	32
Right Wall's Off	Evil Eye	42

Obsession	Final Approach	52
Ant Lion Man	Final Approach	56
Hai Bo	Wave	65
The Figurehead	Desolation Valley	85
Flashback	Lower Desolation	92
Shoe Nice	Lower Desolation	94
The Showout	The In-Between	102
Red Roof Inn	Bergie Valley	106
V6		
The White flame	Norf Hole	12
Rhodes Colossus	Waterhole	21
The One-Move Blunder	Waterhole	25
Criss Cross	Alien Safari	30
Power Play	Alien Safari	30
Caterpillar	Alien Safari	30
Red Aloe	Alien Safari	34
Flying the Black Flag	Evil Eye	40
The Fake Smile	Hut	46
Hollow Ark	Final Approach	52
Unnamed A2	Wave	62
The Trawler	Desolation Valley	86
Power Rangers	Desolation Valley	87
Little Red Riding Hood	Lower Desolation	98
V5		
Lieutenant Dan	Waterhole	18
Eyes in the Dark	Waterhole	22
Raise the Roof	Waterhole	23
Chipped Glass Sit	Waterhole	24
The One-Move Wonder	Waterhole	25
Opal	Alien Safari	28
Hardboiled	Alien Safari	28
Longshot	Alien Safari	32
The Leaning Tower	Alien Safari	33
Unnamed B2	Evil Eye	40
Evil Eye	Evil Eye	41

The Smile	Hut	46
Lucky Star	Hut	46
The Devil To Pay	Hut	47
Boomerang	Final Approach	52
Frontside or Backside	Final Approach	52
Crimp Problem	Final Approach	52
Declination Arete	Final Approach	52
Kickoff	Final Approach	58
Unnamed H2	Wave	69
Blinding White	White Cliff	72
Trailside	Bailey's Folly	74
The Unbelievable	Bailey's Folly	74
A Long Way Gone	Desolation Valley	80
Unnamed D1	Lower Desolation	93
The Keyhole	The In-Between	102
V4		
Knobby Hobby Sit	Waterhole	21
Folding Table	Waterhole	21
We Are Rangers	Alien Safari	28
Freedom Fighter	Alien Safari	28
California Style	Alien Safari	29
Scaramanga	Alien Safari	36
Save the Beaver Have a Cesa	Evil Eye	42
Unnamed C1.2	Final Approach	53
Mushroom Man	Final Approach	56
Antelope Man	Final Approach	56
Unnamed A3	Wave	62
Captain Crunch Direct	Wave	63
Unnamed H1	Wave	69
Dyno	Desolation Valley	83
Floppy Cock Gecko's	Desolation Valley	86
Jodi	Desolation Valley	87
Unnamed L4	Desolation Valley	87
Back on the Horse	Lower Desolation	90
Rail Jail	Lower Desolation	91
Gravel and Sand	Lower Desolation	94

Pimps Dont't Cry	Lower Desolation	99
Access	Bergie Valley	109
Le Chiffre	Bergie Valley	111
V3		
Existential Boogie	Norf Hill	15
Blood is thicker than water	Norf Hill	15
Snot is thicker than blood	Norf Hill	15
Carnal Tunnel Syndrome	Waterhole	19
Frustration station	Waterhole	21
Fleeting Glimpse	Waterhole	22
Pick Your Poison	Waterhole	23
Special Forces	Alien Safari	28
Goldrush	Alien Safari	28
Plunger	Alien Safari	32
Ride the Pink	Evil Eye	42
Mental Warm	Final Approach	52
Pizza	Final Approach	54
Second First Ascent	Final Approach	54
Captain Crunch	Wave	62
Belly of the Beast	Wave	64
Christians Traverse	Wave	68
Pain	Desolation Valley	78
Brix	Desolation Valley	80
Unnamed F2	Desolation Valley	84
Unnamed E1	Lower Desolation	93
Unnamed H1	Lower Desolation	97
Bitches just Bitch	Lower Desolation	99
V2		
Quickie	Waterhole	23
Pick the Pocket	Waterhole	23
Chipped Glass	Waterhole	24
The Friendly Policeman	Alien Safari	28
Curves	Alien Safari	32
The Serpents Master	Alien Safari	37
Thievery	Evil Eye	40
One Hoe Can Change Your Life	Evil Eye	42

Slot Problem
Think twice
Psychotic Bound Hound
Thete Thing
Goldfinger
The Fountainhead
Warm up Bulge
Unnamed A4
Bail Out
Deep Sand
Tim Tams

V1

Green Lobster
Jugs on a Slab
Snakes in the Grass
The Waterhole
Klipspringer
Easy Peasy
Jugs
Pilferage
Chicken Out
4 for 4
Sunflower
Spunk
Splegs
Botcha Town
Warm up Traverse
Unnamed H2
Starfish

V0

Knobby Hobby
She's Easy
He's Easy
Cry Baby
Baby Stress
Alaska

Final Approach 56
Wave 63
Desolation Valley 81
Desolation Valley 83
Desolation Valley 85
Desolation Valley 85
Lower Desolation 90
Lower Desolation 90
Lower Desolation 91
Lower Desolation 93
Lower Desolation 98

Norf Hill 15
Waterhole 18
Waterhole 18
Waterhole 22
Waterhole 22
Alien Safari 29
Alien Safari 31
Evil Eye 40
Final Approach 53
Final Approach 55
Final Approach 57
White Cliff 72
Desolation Valley 78
Desolation Valley 84
Lower Desolation 90
Lower Desolation 97
The In-Between 103

Waterhole 21
Waterhole 22
Waterhole 22
Waterhole 23
Waterhole 24
Alien Safari 31

3 for 3
Me I Don't Know
Shin Digs
Smash
Spark
Black dynamite
Unnamed D2

Final Approach	55
Wave	63
Wave	63
Wave	64
White Cliff	72
Desolation Valley	84
Lower Desolation	93

Paul Robinson on A Long Way Gone V5/6 © Alex Kahn



Notes:

